



New players, please don't be intimidated: you only need to know less than 1% of the guidelines and very little about the world you will venture, while a great Dungeon Master may only know 20% of the guidelines and the world you are adventuring.

From hundreds of races to hundreds of spells, with thousands of published creatures, demons, monsters and foes, including their habitat to their societies, from Psionics to Feats, from thousands of magical items, relics, potions, scrolls, artifacts, armor, to hundreds Options and Features, from Racial Traits to Conditions - the Dungeon Master labors endlessly for you, so don't stress, trust.

This guide is quick, so hold on, and you'll be an old pro, else seasoned player in several minutes. Though we won't cover all aspects of the game (i.e. Long Jumps, Hiding, Mounted Combat, etc.), you will learn these naturally when you either play, or are curiously compelled to read more about the game guidelines.

Quick Guide was designed to be read in the order it is presented to help you quickly understand the game much easier.

Questions or comments, please feel free to contact me at juan@ndink.com

Note to reader: notice the keyword colors to keep the information easy to follow i.e. green for **Ability Modify**, orange for **Proficiency Bonus**, etc.

Quick Glossary

The Dungeons & Dragons universe has many terms; these two pages will give you the very core terminology to get you in the game - with confidence.

DM: Dungeon Master - the referee, narrator and/or creator of the adventure.

ROUND: in combat or quick situations, the game uses 6-second spans of time called a **round**. During this **round**, everyone or thing involved gets a “**turn**”.

TURN: a character, monster, etc. get to choose and resolve an **action**.

ACTION: when taking an **action** on your **turn**, you describe your **action** to the **DM** (and other players) i.e. attack, cast a spell, etc.

1D20: a one 20 sided die.

ATTACK ROLL: roll a **1d20**, rolling equal to or higher than the targets **Armor Class (AC)** to make a successful attack.

ADVANTAGE ROLL: roll 2 20 sided dice (2d20) and choose the highest rolled dice.

DISADVANTAGE ROLL: roll 2 20 sided dice (2d20) and choose the lowest of the die that were rolled.

ARMOR CLASS (AC): combined ability and armor that the **Attack Roll** must be equal to or higher for a successful attack. **Armor Class (AC)** is determined by different factors like dexterity, armor character is wearing, etc. **Armor Class (AC)** is the ability not to be affected by an attack.

HIT POINTS: (HP): your life points. Should your **HP** go to zero, your character has died (**DM** decides if 0 **HP** is death, or determines if you lose -1 **HP** per **round** until you are -10 before death sets in).

DAMAGE ROLL: “roll for damage” is called out when you successfully make an **attack roll**. The type of dice used for damage is relative to type of attack or weapon used.

ABILITY: Strength, Dexterity (agility), Constitution (health), Intelligence, Wisdom and Charisma - these **attributes** are what defines your character’s perception, strength, endurance, memory, etc.

SKILL CHECKS: a **1d20** roll against a particular action that is assigned a **Difficulty Class (DC)** that is determined by the conditions that the game guidelines suggests or by the **DM**).

PROFICIENCY: a character's particular skill (i.e. history, investigation, persuasion, etc.).

NPC: non-playing character: a character the **DM** plays either for story or encounter.

DIFFICULTY CLASS (DC): how hard it is to do something (i.e. dodge a spell, climbing up a tree, etc.).

CHALLENGE RATING (CR): is the monster **challenge rating** (difficulty) to kill it. It's only a general guide for the **DM** when creating encounters. For example, if a party of 4 1st level characters came across a single Death Dog that has a **CR 1**, it would be, in theory, a challenge for them.



But it would take several Mastiff Dogs or a large group of Bandits to be challenging for a party of 4 1st level characters.

SAVING THROW (save throw): an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw - you are forced to make one because your character or monster is at risk of harm.

CLASS: your character's profession - your character's calling.



Modifiers and Bonuses

Though the summary is presented now, the following pages will explain in detail all of this.

Modifiers and **Bonuses** are numbers subtracted or added to your roll (i.e. attack roll, saving throws, skill checks, etc.).

1. **Ability Modifiers** (**Attributes**: STR, DEX, WIS, etc.)
2. **Proficiency Bonuses** (character's level bonus e.g. a bonus for being a particular level)
3. **Skill Bonuses** (**Ability Modifiers** + **Proficiency Bonus**), you would see a "P" or a dot "•" next to the skill(s) i.e. history, investigation, persuasion, etc.

DIFFICULTY CLASS (DC) is how hard it is to do something (i.e. dodge a spell, climbing up a tree, etc.).

SPELL DEFENSE

Spell save DC rolls equal to or above the **DC (Difficulty Class)** when saving against spell effects, or trying to overcome, else detect a spell effect. This **Spell save DC** is for anyone, you or the monster, trying to dodging a spell effect.

How To Calculate **Spell save DC** = 8 + the **Proficiency Bonus** + the **Ability Modifier**

Each spells' description will inform you if its an **Spell Attack**, **Spell save DC**, etc. and more.

With some spells there are no Spell Saving Throws (**Spell save DC**), just the spell caster rolling a **Spell Attack**.

SPELL ATTACK

When attacking with spells, roll **1d20** with **Spell Attack Modifier** = your **Proficiency Bonus** + your **Ability Modifier**. If you roll over the target(s) **AC (Armor Class)** after rolling your **1d20 + Spell Attack Modifiers**, you hit and your spell takes full effect.



ATTACK

When attacking with an item (i.e. sword, dagger, or a thrown object like a spear, dagger, an arrow, etc.) you roll a **1d20** against the target's **AC (Armor Class)**.

Rolling equal to or greater than the targets **AC (Armor Class)**, you hit. And will roll for damage.

Attack Roll: $1d20 + \text{Ability Modify} + \text{Proficiency Bonus}$, rolling equal to or above target's **AC (Armor Class)**

DAMAGE ROLL: “roll for damage” is called out when you successfully make an **attack roll**. The type of dice used for damage is relative to type of attack or weapon used (e.g. a dagger does 1d4 damage, while a short sword does 1d6 damage). **Ability Modifiers** can apply to damages.

A Note About **Damage Rolls** and **Spell Damage**

When applying bonuses to **Damage Roll**, do NOT add **Proficiency Bonus** or **Skill Bonuses**.

The only exception is if you have a class feature, or a feature obtained from some other source, that makes it so.

While the bonus can be added to attacks, saves, and ability skill checks, it cannot be added to damage or healing throws. A character's proficiency in a skill only increases in their odds of succeeding in the attempt. It does not add to the damage done in an attack or to the amount of **HP** restored when healing.

Also per the spells' description, a spell tells you which dice to roll for damage and whether to add any modifiers.

INITIATIVE: “roll for initiative” is the moment when the order of **turns** in combat is decided called the “initiative order”; it will decide who goes first, second, etc. allowing each person to declare their **action** for their **turn**. This is decided by a **1d20** + Dexterity **Ability Modifier**.

During the combat, this **initiative** stay in this order **round** after **round** until encounter is over.

ROUND: generally a **round** is defined as a **turn** of **actions** for all in a combat encounter: every single person and monster(s) get an **action**, and once done, that is 1 **round** completed.

BONUS ACTION: is an extra **action** on your **turn**, when spell or special ability or feature of the game allows it (i.e. another attack, another spell cast, etc.).

Your **Ability Score Attributes** will determine your **Ability Modifier**.

Chart 1A

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Ability Modifiers

Attributes are your **Ability Scores**: Strength, Dexterity, Constitution, Intelligence Wisdom and Charisma.

When the game refers to **Ability Modifiers**, they are referring to these **Ability Scores** that are assigned a + value or a - value, depending on your **Ability Score** for that **Attribute** (i.e. Strength, Dexterity, etc.). **Chart 1A**

These + or - values are applied when you are either dodging a spell, casting a spell, attacking with an object or attempting a task that demands a “**Skill Check**” (jumping, history, etc.) which is usually determined by rolling a **1d20**.

The “**Attack Roll**” (rolling a **1d20**) uses these **Ability Modifiers** to determine success or failure, and if successful, that same modifier is added to the damage too.

These **Ability Scores** are the dice rolls 3d6 (which is 3 standard six sided dice) when you created your character’s **Attributes** (i.e. Strength, Dexterity, etc.)..



Example:

If you had a **strength of 17**, you would add a **+3** to your **1d20** roll when attacking with an object (i.e. sword, warhammer, etc.), and if successful, add the **+3** to the “**Damage Roll**” also.

Proficiency Bonuses

As your character levels up, you become better at particular skills; you become more proficient and gain bonuses to your rolls (i.e. attacking, skill checks, etc.). What level your character is that determines your character's **Proficiency Bonuses**:

Level	Proficiency Bonus
1	+2
2	+2
3	+2
4	+2
5	+3
6	+3
7	+3
8	+3
9	+4
10	+4
11	+4
12	+4
13	+5
14	+5
15	+5
16	+5
17	+6
18	+6
19	+6
20	+6

EXPERIENCE POINTS (XP):

you gain **XP** for performing tasks (i.e. killing monsters, solving a puzzle, etc.) and with these **Experience Points (XP)** you move up in levels. The harder the task the more experience points you gain.

But some **DM's** prefer events for "leveling up". That is to say, the character completes an adventure or a task within a campaign (e.g. large story with several adventures).

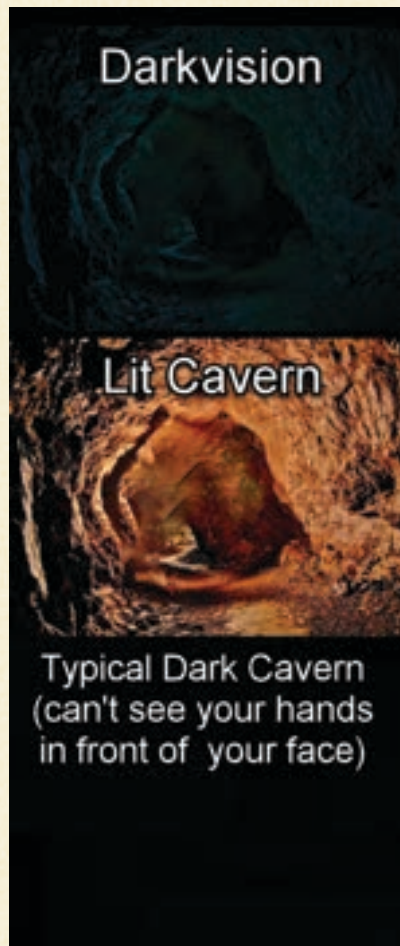
Please consult with the **DM** on how they allocate **XP**.



DARKVISION

Darkvision is not infrared or thermal vision, but a low-light vision that give you a ability to see shadows in complete darkness, yet bright lights in dim light.

Darkvision example:



FEET

Feet is used to measure distances. Though 10 feet or 60 feet might not sound that far, here are some example to put those feet into perspective.

This is what 20 feet looks like across a room.



Alignments

Law vs chaos Good vs evil	Lawful	Neutral	Chaotic
Good	Lawful good	Neutral good	Chaotic good
Neutral	Lawful neutral	(True) neutral	Chaotic neutral
Evil	Lawful evil	Neutral evil	Chaotic evil

Though it looks intimidating, alignments are very simple.

The top row of **Lawful**, **Neutral**, **Chaotic** is in how the character sees laws that govern a society.

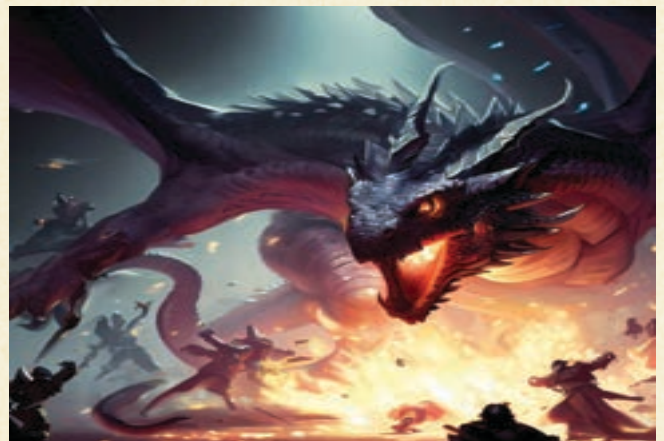
The left column of **Good**, **Neutral**, **Evil** is how the characters believes about individuals towards others in society, their compassion, or lack of, for others.

Characters alignments are always top row then left column.

If someone says they are “**Lawful Good**” it means they believe in laws the govern the lands (**Lawful**) and the second part, “Good” means it’s their duty, to society, to do good for others (**Good**).

If someone states they are “**Chaotic Good**” it means they do not believe in any laws in any society (**Chaotic**), the second part, “Good” means it’s their duty, to society, to do good for others (**Good**).

There are comprehensive examinations of these alignments, but that is the gist of it.



Skills

“Skills” can be a bit intimidating at first, but you’ll learn that it’s really easy.

The list of skills only shows your bonus modifiers, used when you perform a task.

Skill Bonuses (**Ability Modifiers** + **Proficiency Bonus**), you would see a “P” or a dot “•” next to the skill(s) i.e. history, investigation, persuasion, etc.

You get a couple of proficiency skills with the character **class** you create, and with those skills you add your **Proficiency Bonus** for your level to those particular skills you are proficient in.

For example, looking at the Players Handbook for Rogues, you see a section titled “Proficiencies” regarding this **class**. It will list Armor (types you can wear without penalty), Weapons you can use (without penalty), Tools you are proficient in, Saving Throws, and a list of your Skills you can choose from to be proficient in (to gain **Proficiency Bonus** for your character’s level).

The image shows a portion of the Rogues' Skills table from the D&D 5e Player's Handbook. The table lists various skills with their corresponding ability modifiers and proficiency bonuses. Annotations explain how to interpret the numbers in the table.

Annotations:

- Top number is **Ability Modifier** in the square.
- Bottom number in the oval is your actual Ability (attribute) score when you created your character.
- When DM asks for you to do a Skill Check, he will declare what the **Difficulty Class (DC)** is and you'll roll a 1d20, adding or subtracting your skill bonus to your roll, trying to roll equal to or higher than the DC number.
- Bonus for a particular Level. In this example, at level 3, you get a +2 **Proficiency Bonus** adding this +2 to any skill you are proficient in which is determined by their Class.

PROF	MOD	SKILL	BONUS
	STR	Strength	+3
	DEX	Dexterity	+1
	CON	Constitution	+2
	INT	Intelligence	-1
	WIS	Wisdom	+0
	CHA	Charisma	+1
		Proficiency Bonus	+2
	DEX	Acrobatics	+1
	WIS	Animal Handling	+0
	INT	Arcana	-1
	STR	Athletics	+3
	CHA	Deception	+1
	INT	History	-1
	WIS	Insight	+0
•	CHA	Intimidation	+3
	INT	Investigation	-1
	WIS	Medicine	+0
	INT	Nature	-1
•	WIS	Perception	+2
	CHA	Performance	+1
	CHA	Persuasion	-1
	INT	Religion	+1
	DEX	Sleight of Hand	+1
	DEX	Stealth	+2
•	WIS	Survival	+2

“Skill Checks” are called by **DM** when you need to be beat a **Difficulty Class (DC)** regarding a task, remembering that **DC** is relative to the attempt at a particular task.

Examples:

Want to recall a detail of an object you are looking at, that is a “History” skill check. The **DC** will be up to the **DM**, but you would use your History skill (adding or subtracting bonus) to your **1d20** roll - rolling equal to or higher than the **DC** value **DM** assigned to the task.

Want to investigate a potential secret door at the end of the passage? That’s an “Investigation” skill check.

Want to run and jump off a rooftop to another rooftop? “Acrobatics” skill check.

Want to sneak out the back door? That’s a “Stealth” skills check.

Thank you for reading.

I hoped you enjoyed this quick guide as much as I did spending many hours developing it for us.

juan@dndink.com





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About

Welcome to DnDink, the ultimate sanctuary for every Dungeons & Dragons player! Step into a realm where epic adventures and breathtaking fantasies come alive, beckoning seasoned players and newcomers alike to delve deep into the rich and expansive world of D&D. DnDink is not merely a repository, but a pulsating hub where imagination meets strategy, but houses a wealth of information to immerse you.

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