



STARTER'S GUIDE

FUZZY'S FANTASTIC FABRICATIONS

 SUPPLEMENT

A SHORT GUIDE TO HELP NEW PLAYERS
INTO D&D 5E



CONTENTS

THE BASICS	3
INTRODUCTION	3
Combat	3
Social Interaction (Roleplaying)	3
Exploration	3
DICE	3
CREATING YOUR CHARACTER	4
YOUR CHARACTER	4
Traits/Personality	4
Table: Common Personality Traits	4
Race	4
Table: Common Races	4
Table: Uncommon Races	4
Class	4
Table: Classes	4
Background	5
Table: Backgrounds	5
Characteristics	5
ABILITIES AND SKILLS	5
Ability Scores	5
Table: Abilities	5
Skills	6
Table: Skills	6
PROFICIENCY	6
PLAYING THE GAME	7
TYPES OF ROLLS	7
d20 Rolls	7
Other Rolls	7
Sidebar: Advantage and Disadvantage	7
HIT DICE	7
AC	7
RESTS	8
EQUIPMENT	8
COMBAT	8
Round	8
Turn	8
Movement	8
Action	8
Bonus Action	9
Sidebar: Reaction	9
FEATURES	9
SPELLS	9
CREDITS	10
The Homebrewery	10

Version

v1.0

NEW PLAYER STARTER GUIDE

Dungeons and Dragons is an RPG game with Adventurers (the players) exploring, roleplaying, accomplishing harrowing feats, making discoveries, gaining experience and equipment, and going on epic quests; all in a world that is narrated by the DM.

THE BASICS

INTRODUCTION

Adventuring is challenging, and the Adventurers will be put into difficult situations, whether it's defeating a Storm Giant, lowering political tensions between two neighboring kingdoms, or exploring the vast unknown. How Adventurers handle quests, tasks, the directions they travel, or anything else is dependent solely on them. A player may attempt to do almost anything, but be wary; there could be consequences for your actions.

There are generally three overarching pillars in D&D:

COMBAT

Fighting enemies from the smallest rats to the largest giants. Combat puts your character's prowess to the test.

SOCIAL INTERACTION (ROLEPLAYING)

From tense battles with words attempting to extinguish a rebellion, to simply talking to local farmers. This pillar is all about the player breathing life into their character.

EXPLORATION

Includes everything from traveling across the vast wilderness, through treacherous caves, and under deep waves of perilous oceans. This roleplaying game's best moments are spent somewhere in a vast and luscious world for the players to explore and discover new and exciting things.

Above all, D&D is a roleplaying tabletop game. The premise is to have fun being a person you normally aren't!

DICE - "SHAPES... SO MANY SHAPES!"

First and foremost, you have to understand the "game" part of D&D. Dice are what the core rules of the game are about. They add chance to anything you might make your character to do, from damage to harrowing feats. There are seven different types of dice that may be used in D&D:

1. **d4**: A triangular pyramid-shaped die that has four points. It's numbers range from 1 to 4.
2. **d6**: A standard cube die that has 6 sides. It's numbers range from 1 to 6.
3. **d8**: A diamond-shaped die that has 8 sides. It's number range from 1 to 8.
4. **d10**: A strange, diamond-shaped die that has 10 sides. It's numbers range from 1 to 10.
5. **d12**: An almost circular-shaped die that has 12 sides. It's numbers range from 1 to 12.
6. **d20**: A more circular-shaped die than the d12 that has 20 sides. It's numbers range from 1 to 20 (**Note**: This is the main die of the game).

7. **d100**: Shaped the exact same as a d10 and has 10 sides. It's numbers range from 00 to 90, in increments of 10. (For example, it has 00, 10, 20, etc...) When paired with a d10, the d100 + the d10 gives a number between 1 and 100. (For example, a 30 on the d100 and a 6 on the d10 gives 36). If you roll three 0's on both die, it's 100.

You'll use these to, not only make your character, but play your character as well.

CREATING YOUR CHARACTER – “YOUR NEW YOU”

To start playing, you must have a character to play as. Your character is a mix of a personality, race, class, background, backstory, ideals, bonds, flaws, abilities, skills, and everything else that make up who you are.

YOUR CHARACTER – “WHAT MAKES YOU, YOU?”

TRAITS / PERSONALITY

Think of what kind of person you want to be.

Do this before you begin to decide races and classes, as any race and class can be any mix of personalities. It is YOUR character after all. It can be exactly as you are now, or the stark opposite. To help you think of how you want your character to be reference the table of Common Personality Traits

COMMON PERSONALITY TRAITS

Joyful	<----->	Depressed
Patient	<----->	Quick to anger
Charitable	<----->	Greedy
Caring	<----->	Cruel
Good	<----->	Evil
Lawful	<----->	Chaotic
Sympathetic	<----->	Unfeeling
Sociable	<----->	Reserved
Stealthy	<----->	Boisterous
Humble	<----->	Braggadocious
Adventurous	<----->	Fearful
Sarcastic	<----->	Blunt/Straightforward

Your character can be evil, but it's not fun if you don't get along with the party. Your actions can have consequences, too. You can be evil without plotting to destroy the world. Evil simply means “What's in it for me?”

RACE

What family was your character born to? What race are they?

There are many races in D&D. Reference the Common Races and Uncommon Races tables for a list of races from the Player's Handbook (there are more in various expansions):

COMMON RACES

Race	Subraces
Dwarf	Mountain / Hill
Elf	High / Wood
Halfling	Lightfoot / Stout
Human	-----

UNCOMMON RACES

Race	Description
Dragonborn	Half-human, half-dragon
Gnome (Forest/Rock)	Small race with high intellect and curiosity
Half-Elf	Half-human, half-elf; typically charismatic
Half-Orc	Half-human, half-orc; strong and ferocious
Tiefling	Half-human, half-demon; smart (not necessarily evil)

CLASS

What is your character's purpose? How do they fight or who do they fight for? What class will you be?

There are many classes in D&D. Reference the Classes table for a list of classes from the Player's Handbook (there are more in various expansions):

CLASSES

Class	Description
Barbarian	Fierce warrior of primitive background who enters a battle rage
Bard	Inspiring magician whose power echoes the music of creation
Cleric	Priestly champion who wields divine magic in service of a higher power
Druid	Priest of the Old Faith, wielding the powers of nature and adopting animal forms
Fighter	Master of martial combat, skilled with a variety of weapons and armor
Monk	Master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection
Paladin	Holy warrior bound to a sacred oath
Ranger	Warrior who uses martial prowess and nature magic to combat threats on the edges of civilization
Rogue	Scoundrel who uses stealth and trickery to overcome obstacles and enemies
Sorcerer	Spellcaster who draws on inherent magic from a gift or bloodline
Warlock	Wielder of magic that is derived from a bargain with an extraplanar entity
Wizard	Scholarly magic-user capable of manipulating the structures of reality

BACKGROUND

Who was your character before they were an adventurer? What drove them to their new life? (**Note:** this is NOT your backstory. You can make your own backstory as well).

This is what you were doing before you became an adventurer of whatever class you pick. It can be in line with your class, or the stark opposite. What you are now is not necessarily defined by what you were before.

There are many backgrounds in D&D. Reference the Backgrounds table for a list of backgrounds from the Player's Handbook (there are more in various expansions):

BACKGROUND

Background Description

Acolyte	Religious student/worshiper
Charlatan	Charismatic fellow with a gift for talking to people
Criminal	Notorious for breaking the law to get what they want or need
Entertainer	Plays musical instruments, dances, sings, is a member of a carnival, a gladiator, or etc.
Folk Hero	Recognized hero of a village or town for some heroic deed
Guild Artisan	Businessmen who run markets and trade
Hermit	Secluded recluse who watches and studies; has visions of the future
Noble	Ranking member of local nobility in your town/city
Outlander	Self-sustaining isolation; small family living off the land, away from civilization
Sage	Enjoys studying, learning, and research
Sailor	Spent the majority of your life on a vessel, sailing the seas
Soldier	Ranking member in a city or town's military
Urchin	Grew up alone on urban streets, scrounging for money; thieving, picking, etc

CHARACTERISTICS

Touch up the final aspects of your character.

Give your character ideals, bonds, flaws, a small (or long) back story, and maybe a family / group / employer / guild / etc. that you were a part of. All of these can be made up by you to your desire. If you want, you can go to your background in the Player's Handbook (Ch. 4). Listed there are pre-made Flaws, Bonds, and Ideals you could use for your character, if you are having a hard time making some.

Here are flaws I like to utilize to make my characters more interesting to play:

- A fear/phobia
- Collects a strange type of item
- Obsession with some type of animal/thing
- Some kind of mental handicap (OCD, ADD, Insomnia, etc.)
- Flaws with innate 'chance' (For example, a Wisdom Save to resist stealing). Be careful with some of these, though.
- A large, relatively vague flaw with a possible story-wide plot hook involved in it (discuss with DM when making character)

ABILITIES AND SKILLS - "YE, I GOT SKILLS..."

Once you have a character, it's time to determine your ability scores. These are the main things that determine how good your character is at certain aspects of their lives.

ABILITY SCORES

There are six different Ability Scores: Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. Different classes utilize these in different ways.

The method of determining them is typically chosen by your DM. He or she will decide the method of obtaining the scores, whether by rolling, point-buying, or standard number set. Reference the Abilities table for a description of each.

ABILITIES

Ability	Description
Strength (Str)	The physical strength of your character. This affects how much damage you do with all melee weapons, and how accurately you can handle them. It also determines how much you can carry, push, drag, and lift. It determines your Athletics skill.
Dexterity (Dex)	How agile a character is. This determines how hard you are to hit when wearing lighter armors (dodge). It affects damage with a few, specific types of weapons, and how accurately you handle them. It also determines your Acrobatics, Sleight of Hand, and Stealth skills.
Constitution (Con)	This is how sturdy and healthy a character is. It affects max HP, how long you can hold your breath, and your ability to fight poison and disease.
Wisdom (Wis)	This is generally a character's common sense. It affects your Animal Handling, Insight, Medicine, Perception, and Survival skills.
Intelligence (Int)	This is how educated and studied a character is. It affects your Arcana, History, Investigation, Nature, and Religion skills.
Charisma (Cha)	This is how well a character can perform actions in speech. It affects your Deception, Intimidation, Performance, and Persuasion skills.

SKILLS

With ability scores come skills. Skills represent how well a character can normally complete a given task. These are bonuses to actions that increase the probability of success (but does not guarantee it). A Rogue for example, may want to be proficient in Stealth so that when they attempt to hide, they have a higher chance to successfully do so. There are 18 skills in D&D 5e. Reference the Skills table for a description of each.

SKILLS

Skill	Description
Acrobatics	Your ability to stay on your feet when knocked aside, and do stunts
Animal Handling	Your ability to handle wild animals; tame, calm, anger, etc
Arcana	Your ability to recall arcane knowledge; decipher runic symbols, magic, etc
Athletics	Your ability to climb, swim, shove, and grapple
Deception	Your ability to lie or to deceive someone of something
History	Your ability to recall the history of a particular person, place, or thing
Insight	Your ability to read someone's or something's desires or intent
Intimidation	Your ability to scare someone or something into a desired outcome
Investigation	Your ability to search through things or places to find clues or objects
Medicine	Your knowledge on healing and stabilizing others
Nature	Your ability to recall facts about a specific environment
Perception	Your ability to see, hear, feel, or otherwise notice things
Performance	Your ability to play an instrument, dance, or act
Persuasion	Your ability to have others agree with you or have them do something
Religion	Your ability to recall information on religious beings, symbols, or pray
Sleight of Hand	Your ability to steal, cheat, etc with hands without notice
Stealth	Your ability to hide yourself and your actions from sight
Survival	Your ability to recall facts on how to find or obtain resources in the wild

PROFICIENCY - "PRACTICE MAKES PERFECT"

Proficiency means you have the ability to perform a task or use an item well because you have trained with it. For example, Fighters are proficient with swords, while most Rogues choose to be proficient in Stealth, and Paladins are proficient with heavy armors. Proficiency in something has various benefits depending on if it is a weapon, armor, skill, or saving throw.

1. **Skill:** If you are proficient in a skill, you get a flat bonus to that skill. The bonus depends on your level, and increases at certain character levels.
2. **Weapon:** If you are proficient with a weapon, you can add your proficiency bonus to Attack Rolls with that weapon.
3. **Armor:** If you are proficient with a type of armor, you suffer no negative effects by wearing that armor. If you wear an armor you are not proficient with, you suffer Disadvantage on any Strength or Dexterity Ability Check, and you cannot cast spells while wearing it. (This includes using a shield if you are not proficient with shields)
4. **Saving Throw:** Proficiency in a saving throw allows you to add your proficiency bonus to that saving throw.

PLAYING THE GAME

TYPES OF ROLLS - "IT'S THE LUCK OF THE DICE..."

There are 4 main types of roles, split into 2 main categories. Ability Checks, Saving Throws, and Attack rolls fall under the normal "d20" category. Damage rolls are in a separate category. The d20 is the basis of the core rules for D&D, and is the most common roll used to determine the outcome of a certain task.

D20 ROLLS

1. **Ability Check:** The DM may ask you to roll an Ability Check to accomplish a specific task. You then roll a d20 and add the modifier associated with the skill. The number rolled on the d20 is called the natural roll (nicknamed "nat") while the total number after the addition is called the modified roll. For example, let's say our Rogue has a +7 modifier to Stealth. He wants to hide in a dark alley from guards that are through it. The DM may ask him to roll a Stealth Check. This means, the Rogue would roll a d20, then add his Stealth modifier. Let's say the Rogue rolls a 14 on the d20. That would be a "nat 14". Then he would add 7 to that number to get his total 14 + 7 (his Stealth modifier) is equal to 21. His modified number would be 21. The DM would then say if the guards notice the Rogue or not, based on how high the total number is. Ability checks are usually used to see if you can get into or avoid a situation.
2. **Saving Throw:** The DM may ask you to make a Saving Throw to see if you are able to save yourself from a dire situation. These function in the exact same way as a skill, except the modifier comes from your Saving Throw bonus on your character sheet, and not your Skill Bonus. Saving Throws are usually used to see if you can get out of or negate a bad situation you are already in.
3. **Attack:** Attack is the ability to hit something without missing. It is not Damage. Attack rolls function in the same way as Ability checks, except the modifier comes from your Attack bonus on your character sheet.

OTHER ROLLS

1. **Damage:** This roll is used to determine how much HP you will take away from something if you hit it. This roll uses a variety of types of die, determined by the weapon or spell that was used. (For example, a Dagger uses a d4 for damage; you would roll a d4, and the number rolled would be the damage you deal plus any bonuses you have to damage). Attack bonus does not affect Damage.
2. **DM Requested:** Sometimes, the DM could ask you to make a random or strange roll. When this happens, he or she will let you know what they would like. This could range from percentile dice to anything else they need.

Advantage and Disadvantage: The DM, or some aspect of the game, may request you make a roll "at advantage" or "at disadvantage". This means that you roll the d20 twice. With advantage, you pick the higher number of the 2 rolls. With disadvantage, you pick the lower number of the two rolls. After the number is picked, modifiers are added as if it were a normal roll.

HIT DICE - "A FEW HIT DICE A DAY KEEPS DEATH AT BAY"

Hit dice are determined by your class. This is the type of die that you use to determine how much you will increase your max HP by every level up. You can also use hit dice at a short rest to gain back health, regaining spent hit dice after a long rest.

For example, a Rogue's hit die is a d8. When he levels up, he rolls a d8 and adds his Constitution modifier to that roll. This total number is how much his max HP increases by.

AC - "CAN'T TOUCH THIS..."

AC is Armor Class. Armor class includes your ability to dodge attacks. This number represents how easy it is to hit you. The higher the number, the better. Generally, the lighter your armor, the more your Dex bonus has an effect on "dodging", meaning a higher AC. Heavy armors get no bonus from Dex, however have a higher base AC.

AC is determined by whatever armor you wear (or a class feature in rare cases such as a Monk's Unarmored Defense). Attack rolls are contested against your AC to determine a hit or miss. Armor can be found in chapter 5 of the Player's Handbook.

For example, if you have an AC of 14, and a bear that you are fighting rolls a 16 to attack, that attack hits you. It managed to slip passed your defenses and deftness. It would then get to roll damage die on you to see how severe the hit was.

RESTS - "5 MORE MINUTES, MOM..."

Rests are an extremely important part of D&D 5e. Rests offer very necessary healing. They also give you back uses of Features and Spells you use throughout your adventures.

There are two main types of rest; Long and Short.

1. **Long:** This rest will also allow all characters to regain any Features and Spells they have. This completely refreshes a character. Typically, it ranges from 6 to 8 hours with no more than 2 hours of very light work during that time with the rest being used to sleep. You typically should take a Long rest once every 24 hours in-game. If you go on for too long without a long rest, you will suffer from exhaustion (A more complex condition not discussed here).
2. **Short:** This rest typically ranges from 1 to 2 hours, and may include a quick nap, however it usually consists of very light activity (such as reading, pacing, or planning) during that time to offer a small amount of recovery. Short rests are used if you are doing something important and time sensitive, but you need a small amount of resources back to keep going, including a little HP and certain classes' Features and Spells.

EQUIPMENT

Equipment includes the various weapons, armors, and gear that your character can buy, find, and obtain for use.

These can all be found in chapter 5 of the Player's Handbook from pages 146-159. Your DM can walk with you through this as you need, as this is a large category.

COMBAT - "I CAN STAB THINGS NOW?"

Combat is not the only option of resolving situations. Diplomacy, Stealth, and other forms of interaction can solve an encounter. However, this section will talk about what happens when the group DOES get into combat.

Combat takes course over rounds, and each participant gets their own turn in each round to do what they want to do.

In real life, each turn goes after each other, however, in the game, everyone's actions take place at practically the same time - only at fractions of a second differences. This is because, no matter how many participants, a round takes place over the course of 6 seconds.

ROUND

A round takes place over the course of only 6 seconds in-game. A round is made up of every participant in the combat's Turn (called initiative - when you take your turn in the round). Once all turns have been made, those 6 seconds have passed, and the next 6 begin again at the start of the next round.

TURN

When it is a combat participant's turn, they can determine what they do, how they attack or cast, how they move, and how they interact with things. Each Turn consists of 4 main things your character can do; Action, Bonus Action, and Movement. You get one of each per round, unless specifically stated otherwise by another source (For example, a Fighter's Action Surge feature).

You get each use back after the start of each of your turns in a round. However, these do not carry over. If you don't use your Bonus Action one round, you do not get two the next round. Turns in a round are only fractions of a second faster or slower than the other turns in that round, however that fraction of a second can make all the difference in combat.

MOVEMENT

You may move up to the speed of your character (determined by your race) every turn. If you Dash, you can move up to twice the speed of your character. For example, if you are a Human, you have a speed of 30 ft. You may move 30 ft every turn, and still be allowed to use your Action, Bonus Action, and Reaction. You can use part of your movement before and then after any other part of your turn. (For example, as that Human, you can attempt to run at an enemy for 15 feet, hit them, then run 15 feet away again)

ACTION

An action is the main part of a turn. There are a few main types of Actions.

- **Attack:** Attack with a melee or ranged weapon. This is the most common action. You can melee attack anybody within your reach. 5 ft distance or less is considered within reach, and is the most common melee distance.
- **Cast a Spell:** Cast any spell you have the ability to.
- **Dodge:** Decrease the likelihood of getting hit by an enemy. Gives enemies disadvantage on attacks and gives you advantage on Dex Saves until the start of your next turn.
- **Dash:** Run a farther distance than your speed on your turn up to your speed again.
- **Hide:** Hide in a place unseen by attackers to make them lose you.
- **Ready:** Hold your action for a later time in the round, in case something triggers you (this is used when setting a trap, you ready yourself to attack from around a corner until enemies move through the passageway).
- **Help:** Assist somebody in doing something else, offering them Advantage. This can be done with attacks, holding open a portcullis, and etc.
- **Disengage:** Carefully move away from an opponent, without giving up your defenses. Stops an opponent from using their *Reaction* to use an *Opportunity Attack* against you.
- **Search:** Search for something specific in the area.
- **Use an Object:** Drawing your sword or opening a door does not count as using an object, but pulling a large heavy lever or throwing an item would.
- **Most anything else you can think of:** The DM will determine if any creative ideas you have could work, and tell you if it would be an *Action* or a *Bonus Action*.

BONUS ACTION

If something can be done as a Bonus Action, it will specifically state this. Otherwise, the task will normally take an Action. For example, a Rogue has the ability to use the *Hide* action as a *Bonus Action*, allowing them to both *Attack* and *Hide* on the same turn.

REACTION

You may make certain Reactions in a round when it isn't your turn. A Reaction is a response to someone else's actions. Some spells may be cast as a reaction. The most common type of reaction is an *Opportunity Attack*. This is when a target that is within melee of you moves away from your reach. When they turn their backs, you get an attack against them as a reaction. If the target used its action to *Disengage*, they do not turn their back to you until they are out of your reach; stopping you from getting an *Opportunity Attack*.

FEATURES - "SO'S THIS JOB COME WITH PERKS?"

Features are things granted by your class and sometimes from other sources. These are the special actions or things that your class can do.

For example, the Barbarian gets the Feature to "Rage". This Feature allows the Barbarian to take less damage and deal more damage for a certain amount of time. However, he can only Rage a certain amount of times every Long Rest ("day"). This means he must take a Long Rest before gaining those expended uses back. The Player's Handbook will explain each class's Features in their own sections in chapter 3.

SPELLS - "YOU CAN DO SPELLS 'N SHIT..."

This is a massive category, and if you play a character that has the ability to use Spells, you will have to study them as you gain use of them.

Discuss with your DM any clarifications or help you need with spells. This is one of the most complicated portions to learn in D&D. But, once you know it, it's very easy to use and a lot of fun.

CREDITS

I. THE HOMEBREWERY

The website I used to create this project. A great tool for anyone looking to homebrew their own things for D&D.