Dungeons and Dragons basics
## Major Character Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>HD</th>
<th>spells</th>
<th>armor</th>
<th>weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>d10</td>
<td>no (except paladin and ranger)</td>
<td>any</td>
<td>any</td>
</tr>
<tr>
<td>Cleric</td>
<td>d8</td>
<td>yes</td>
<td>any</td>
<td>club, flail, hammer, mace, staff (no edged)</td>
</tr>
<tr>
<td>Magic-User</td>
<td>d4</td>
<td>yes</td>
<td>none</td>
<td>dagger, dart, staff</td>
</tr>
<tr>
<td>Thief</td>
<td>d6</td>
<td>no</td>
<td>leather</td>
<td>club, dagger, dart, sling, sword</td>
</tr>
<tr>
<td>Monk</td>
<td>d4</td>
<td>no</td>
<td>none</td>
<td>club, crossbow, dagger, axe, staff, spear, sticks</td>
</tr>
</tbody>
</table>
Character Attributes

- **Class**: player chooses at time of creation
- **Level**: metric reflecting experience or maturity of character
- **Hit Points**: amount of damage the character can suffer; a function of Hit Dice and character level
  - **Max HP**: amount when healthy
  - **Current HP**: how many you have left after injury
- **Spell Points**: energy used to cast magic spells; a function of class and level
  - **Max SP**
  - **Current SP**
- **Weapon currently wielding**: player chooses
- **Armor currently worn**: player chooses
- **Base Attack Bonus**: reflects the character's extra effectiveness in battle; starts at a number based on class, and increases with level
Character Abilities

Assign to character at time of creation by rolling 3d6. Can change during the course of the game. Affect other character attributes.

- **STR** (strength): modifies damage done
- **INT** (intelligence): modifies max spell points for magic-users
- **WIS** (wisdom): modifies max spell points for clerics
- **DEX** (dexterity): modifies to-hit numbers
- **CON** (constitution): modifies max HP added an each new level
- **CHA** (charisma): modifies role-playing parameters
Weapons

Weapons can be purchased, found, or taken. Parentheses show damage done by the weapon (Small or medium target / large target)

• long sword (d8/d12)
• short sword (d6/d8)
• bow and arrow (d6)
• club (d6)
• dart (d3/d2)
• flail (d6+1/2d4)
• hammer (d4+1/d4)
• mace (d6+1/d6)
• sling and stone (d4/d4)
Armor

Weapons can be purchased, found, or taken. Parentheses show damage done by the weapon (Small or medium target / large target)

- None (Armor Class 10)
- leather (AC 8)
- ring mail (AC 7)
- scale mail (AC 6)
- chain mail (AC 5)
- banded mail (AC 4)
- plate mail (AC 3)
- shield (AC -1 to other armor)
When one character attacks another character or monster with a physical weapon, the Dungeon Master calculates two things:

- **To Hit**: this is the number on a d20 that an attacker must roll in order to successfully hit the target.

  \[d20 + (\text{Base Attack Bonus}) + (\text{target's AC}) + (\text{any modifiers})\]

  must be greater than or equal to 20 in order to hit.

- **Damage Dealt**: this is the damage associated with the weapon, plus any modifiers. This number is subtracted from the target's current HP.
Magic. . .is very complicated. The key basics are:

• You must meet the level and class requirements to cast a spell.

• Each spell has a SP requirement. You must have enough current SP to cast the spell.

• Regardless of whether or not the spell succeeds, you deduct the SP from your current SP.

• The To Hit and Damage associated with a spell depends on the spell.