

D&D WORKSHOP FOR BEGINNERS

MEET THE PARTY !

STORY INTRO

SKILL EXAMPLES, CALCULATIONS AND DCs

COMBAT



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**LET'S FORCE SOME UNLUCKY ADVENTURERS TO
VISIT A DUNGEON FOR OUR LEARNING PURPOSES !**



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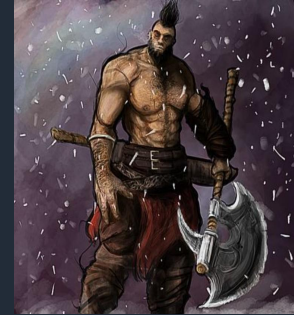
MEET THE PARTY ! (AND THEIR QUEST)



EFERANDIL - HIGH ELVEN WIZARD



GARETH - HUMAN ROGUE



OLOG - HALF-ORC BARBARIAN



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SKILL CALCULATIONS

SKILLS : MAIN STAT + PROFICIENCY BONUS (IF APPLICABLE)

EXAMPLES :

OLOG HAS 19 STR -> +4 STR MODIFIER AND +3 PROFICIENCY BONUS AND IS PROFICIENT IN ATHLETICS => HIS MODIFIER IS $4+3 = +7$

EFERANDIL HAS 20 INT-> +5 INT MODIFIER AND +3 PROFICIENCY BONUS AND IS PROFICIENT IN NATURE => HIS MODIFIER IS $5+3 = +8$

GARETH HAS 15 WIS-> +2 WIS MODIFIER AND +2 PROFICIENCY BONUS AND IS PROFICIENT IN PERCEPTION => HIS MODIFIER IS $2+2 = +4$



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INTERACTING WITH THE WORLD AND SOLVING CHALLENGES

WHAT IS A DC (DIFFICULTY CHECK) ?



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INTERACTING WITH THE WORLD AND SOLVING CHALLENGES (EXAMPLES)

LOG TRIES TO FORCE OPEN A BARRICADED DOOR ! HE ROLLS A D20 WHICH EQUALS 13. ADDING HIS ATHLETICS MODIFIER WE GET : $13 + 7 = 20$. THIS DOOR HAD A DC OF 16 FOR BEING SMASHED THROUGH, SO A 20 IS AN EASY SUCCESS !

EFERANDIL EXAMINES THE ROOM AND USING HIS NATURE CHECK HE ROLLS A D20 WHICH EQUALS 9. ADDING HIS NATURE MODIFIER WE GET : $9 + 8 = 17$. REALISING THAT GOBLINS WERE INFESTING THE PLACE IS RATHER EASY, A DC OF 10 IS EASILY DEFEATED BY HIS SKILLS !

GARETH TRIES TO SPOT TRAPS AROUND THE ROOM AND WITH HIS PERCEPTION CHECK HE ROLLS A D20 WHICH EQUALS 6. ADDING HIS NATURE MODIFIER WE GET : $6 + 4 = 10$. HE FINDS OUT THERE'S A BADLY HIDDEN TRAP DOOR IN THE MIDDLE OF THE ROOM AND POINTS IT OUT TO THE PARTY.

.... IT WOULD BE A SHAME IF THERE WERE MORE HIDDEN THINGS THAT HE DIDN'T MANAGE TO SPOT ...



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LET'S TALK COMBAT !

HAPPENS REALLY FAST

IS TURN BASED, BUT EVERYBODY ACTS ALMOST AT THE SAME TIME

INITIATIVE = D20 + DEX MODIFIER



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BACK TO OUR HEROES

OLOG, BEING SURE THERE'S NO DANGER, GOES ON AND OPENS A DOOR WITHOUT CHECKING IT FOR TRAPS. AS HE TURNS THE HANDLE AND ENTERS IT, A BUNCH OF ROCKS DROP ON HIM FROM ABOVE. INSTINCTIVELY, HE TRIES TO DODGE THEM. HE ROLLS A DEX SAVING THROW. HE ROLLS A 3, ADDED TO HIS +4 SAVING THROW MODIFIER THE TOTAL IS 3+4=7. HE TAKES 2D6 BLUDGEONING DAMAGE.



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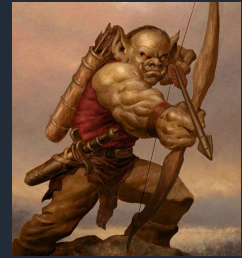
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GOBLIN AMBUSH !

SENSING AN OPPORTUNITY, OUT FROM THE PILES OF TRASH, TWO GOBLINS POP UP AND SHOOT THEIR BOWS AT THE PARTY ! ROLL FOR INITIATIVE(D20+DEX MODIFIER) !



EFERANDIL - 19 + 0 = 19
OLOG - 14 + 1 = 15
GARETH - 10 + 4 = 14
GOBLIN_1 - 7 + 3 = 10
GOBLIN_2 - 3 + 3 = 6



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BENEFITS OF AN AMBUSH !

ATTACKING WITH ADVANTAGE - GOBLINS SHOOT THEIR ARROWS !

ARMOR CLASS (IT'S STILL A DC !) - MISS THE WIZARD BECAUSE OF THE 'SHIELD'-SPELL

CRITICAL HITS - GARETH GETS UNLUCKY



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NOW IT'S OUR TURN

ACTION

BONUS ACTION

MOVEMENT (IT'S ALL SQUARES)



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BUT DID YOU DIE ?

DEATH SAVING THROWS

HEALING

SHORT/LONG RESTS



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THANK YOU FOR YOUR ATTENTION !

ANY QUESTIONS ? ASK ME ANYTHING ! ... PLEASE ?



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