

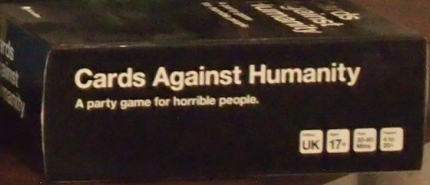
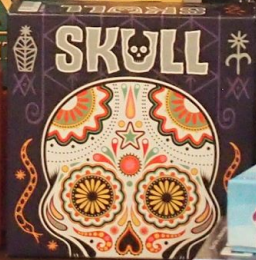
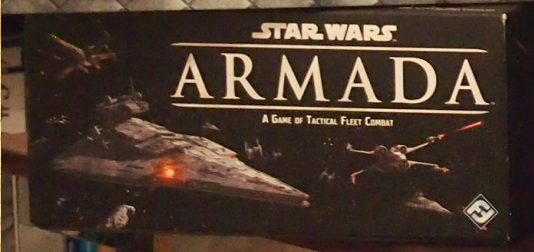
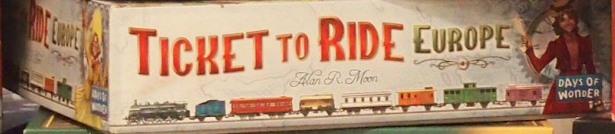
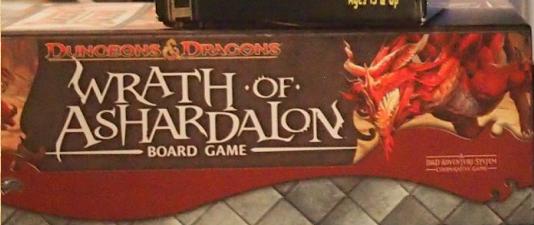
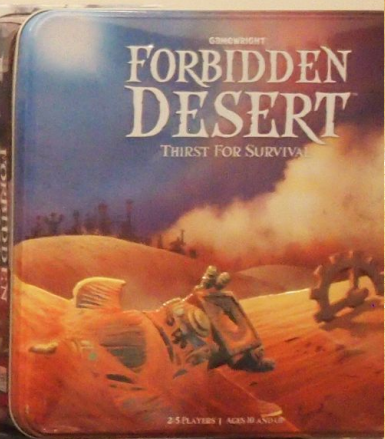
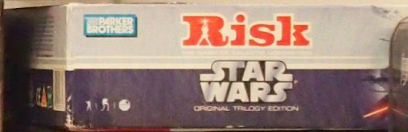
OMG

D & D

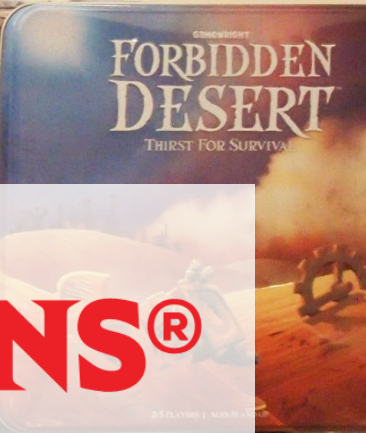
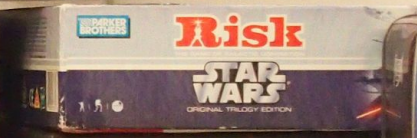
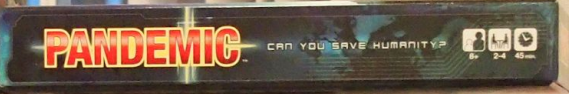
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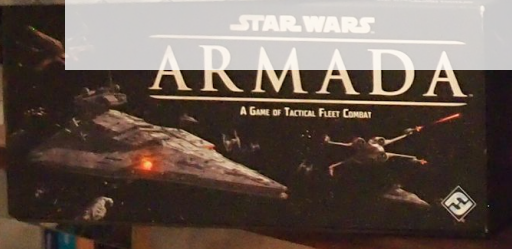
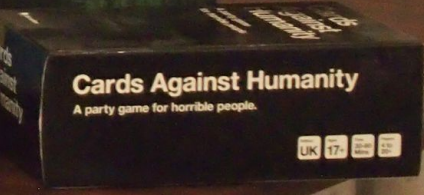




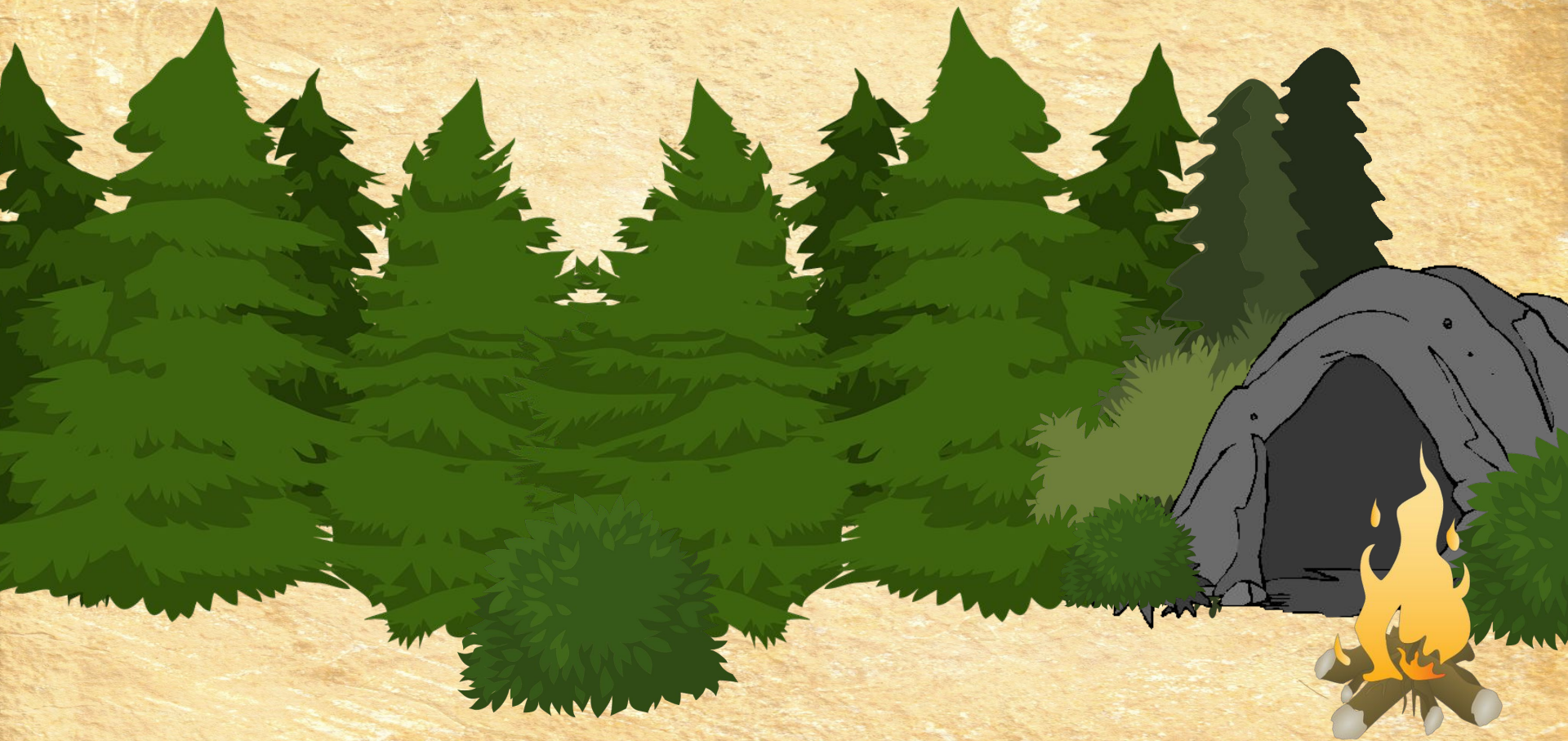




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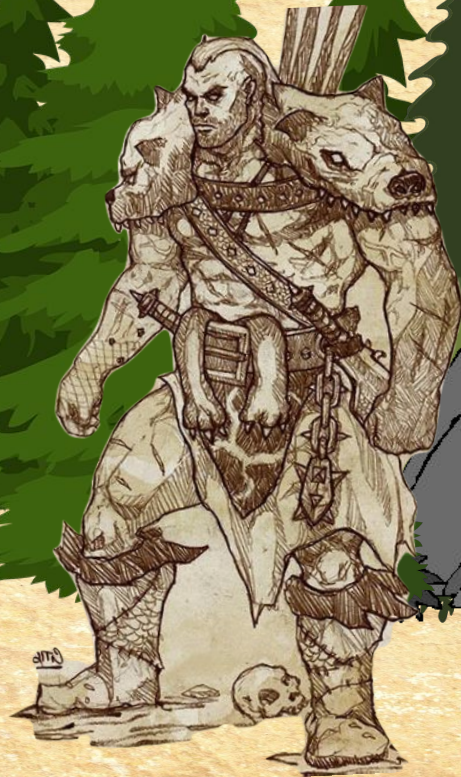






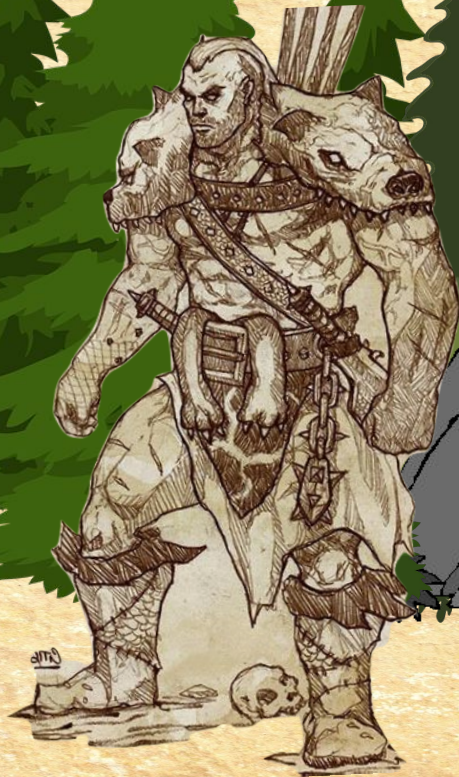








Roll  
to hit!



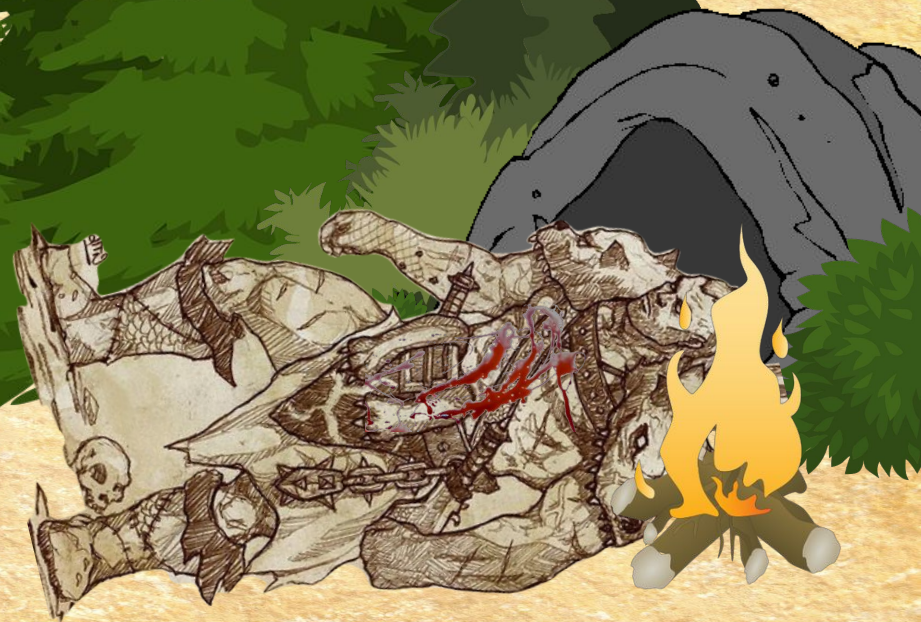


Roll  
to hit!





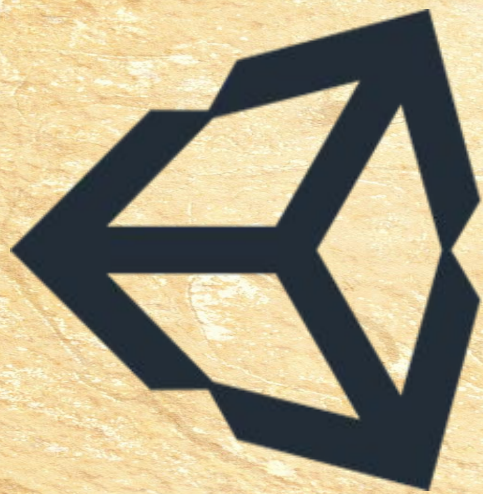
Roll  
to hit!





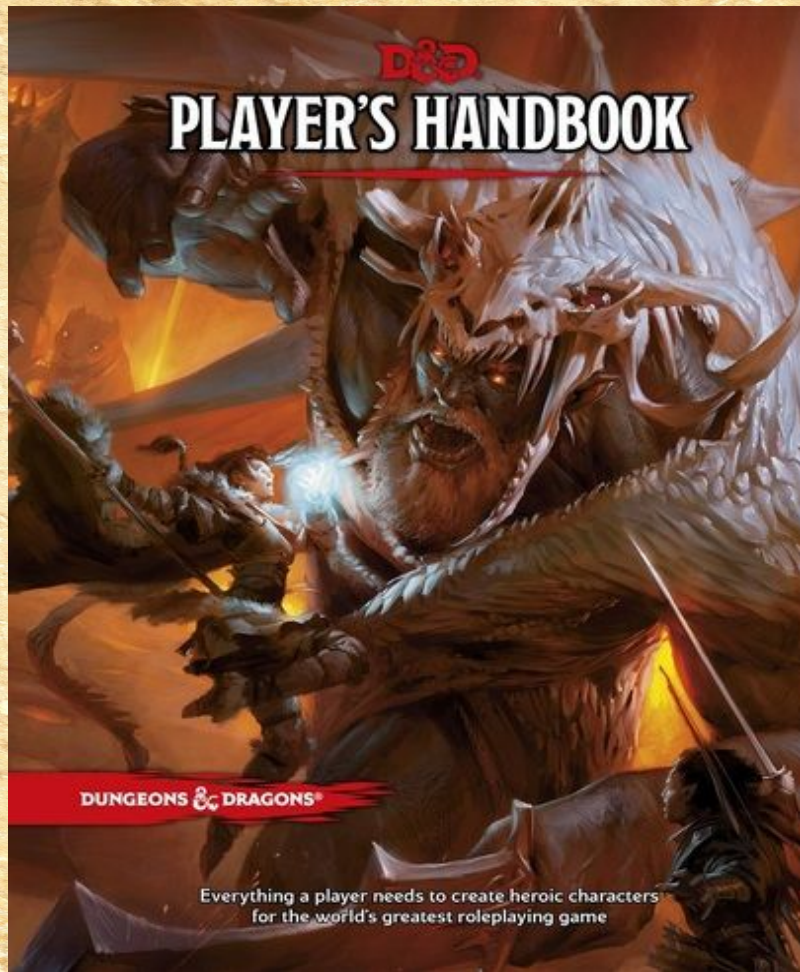






**unity**





# PLAYER'S HANDBOOK

DUNGEONS & DRAGONS®

Everything a player needs to create heroic characters  
for the world's greatest roleplaying game

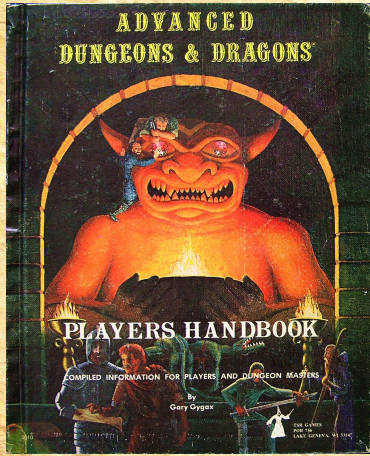




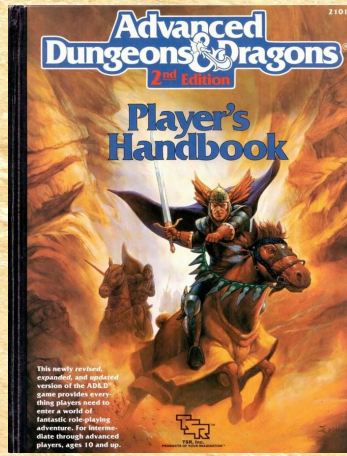




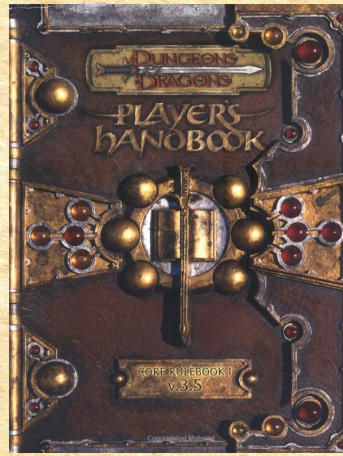




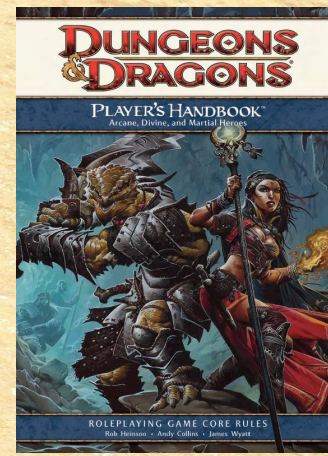
1st Edition  
1977



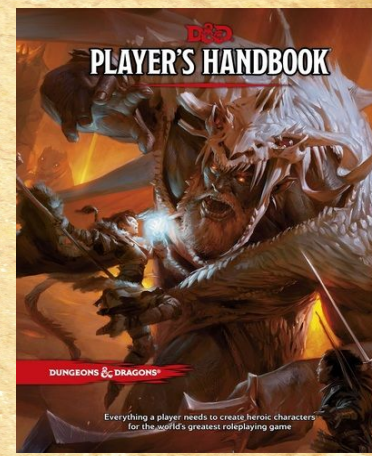
2nd Edition  
1987



3rd Edition  
2000

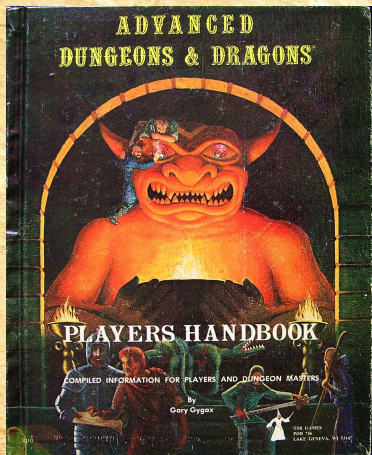


4th Edition  
2007

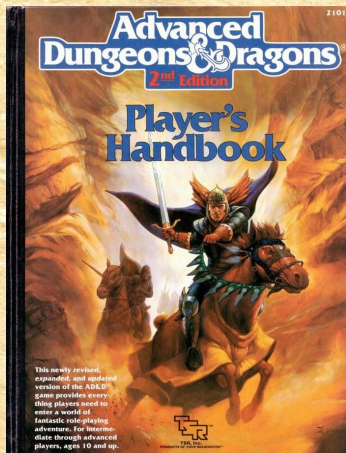


5th Edition  
2012

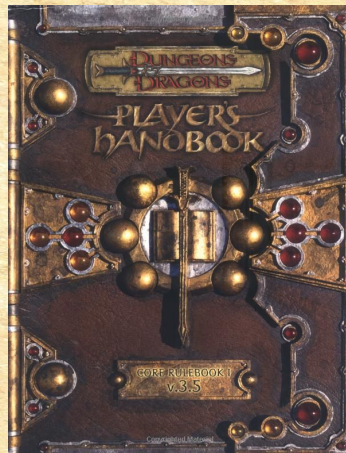




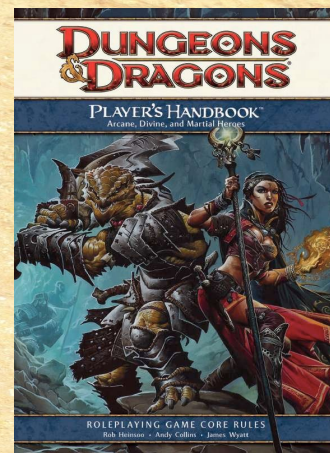
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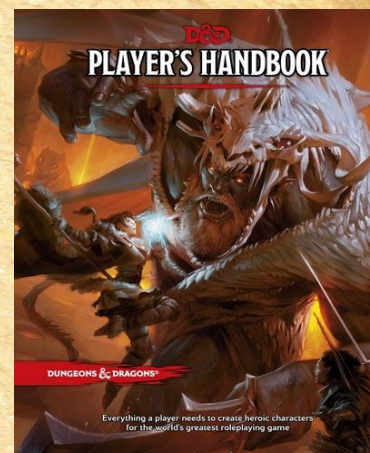
2nd Edition  
1987



3rd Edition  
2000



4th Edition  
2007



5th Edition  
2012

*I play 2nd edition*



Character \_\_\_\_\_  
 Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_  
 Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction adjustment \_\_\_\_\_

ABILITIES

MOVEMENT

SAVING THROWS

STR	Hit Prob	Dmg Adj	Wgt Allow	Max Pres	Op Drs	BR/LG	Base Rate	Light ( )	Paralyze/Poison
DEX	Rtn Adj	Misile Att Adj	Def Adj				Mod ( )	Rod, Staff, or Wand	
CON	HP Adj	Sys Shk	Res Sur	Pois Save	Regen		Hvy ( )	Petrify	
INT	No of Lang	Spell Lvl	Lm Sp	Spell Level	Spell Intum		Svr ( )	Polymorph	
WIS	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Intum			Jog ( x2 )	Breath Weapon	
CHR	Max No Hench	Loy Base	Rtn A				Run ( x3 )	Spells	Save

ARMOR  
 Adjusted AC \_\_\_\_\_  
 Surprised \_\_\_\_\_  
 Shieldless \_\_\_\_\_  
 Rear \_\_\_\_\_  
 Defenses \_\_\_\_\_

HIT POINTS \_\_\_\_\_  
 Wounds \_\_\_\_\_

WEAPON CHART

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed

Special Attacks \_\_\_\_\_  
 Ammunition: \_\_\_\_\_

Special Abilities \_\_\_\_\_  
 Proficiencies/Skills/Languages \_\_\_\_\_

# Character Stats

ABILITY NAME	ABILITY SCORE
<b>STR</b> STRENGTH	8
<b>DEX</b> DEXTERITY	13
<b>CON</b> CONSTITUTION	12
<b>INT</b> INTELLIGENCE	13
<b>WIS</b> WISDOM	17
<b>CHA</b> CHARISMA	13



# Character Classes



Thief/Rogue



Cleric



Paladin



Mage/Wizard



Fighter



Ranger



# Character Background

*“METICULOUS HUMAN  
WARLOCK FROM THE  
TOWER OF BONES  
WHO HAS A POEM FOR  
ALL OCCASIONS”*





# Character Background

*“DUTIFUL GNOME  
ROGUE FROM A  
CARNIVAL FREAK  
SHOW WHO KILLED  
THEIR BROTHER IN A  
DUEL OVER THEIR  
INHERITANCE”*







**TABLES FOR CHARACTER CREATION**

**TABLE 1: RACE**

Race	Ability Score Increase	Age	Size	Speed	Darkvision	Languages	Skills	Proficiencies	Special Features
Human	+1	18-55	Medium	30 ft.	None	Common	None	None	Variant: +1 to any ability score
Elf	+2	120-180	Medium	30 ft.	60 ft.	Common, Elven	Perception, Insight	None	Variant: +1 to any ability score
Dwarf	+2	14-175	Medium	25 ft.	60 ft.	Common, Dwarven	Perception, Investigation	None	Variant: +1 to any ability score
Halfling	+1	18-40	Small	25 ft.	None	Common	Perception, Stealth	None	Variant: +1 to any ability score
Gnome	+2	12-18	Small	25 ft.	None	Common, Gnomish	Perception, Investigation	None	Variant: +1 to any ability score
Dragonborn	+3	18-150	Medium	30 ft.	60 ft.	Common	Perception, Athletics	Dragon Ancestry	None
Tiefling	+2	18-30	Medium	30 ft.	60 ft.	Common	Perception, Insight	Devil Ancestry	None

**TABLE 2: CLASS**

Class	Ability Score Increase	Age	Size	Speed	Darkvision	Languages	Skills	Proficiencies	Special Features
Barbarian	+2	18-30	Medium	30 ft.	None	Common	Perception, Athletics	None	Rage, Reckless, Berserker
Cleric	+2	15-40	Medium	30 ft.	None	Common	Perception, Insight, Religion	None	Divine Domain, Channel Divinity
Druid	+2	12-18	Medium	30 ft.	None	Common	Perception, Insight, Nature	None	Wild Shape, Druid Circle
Wizard	+1	15-20	Medium	30 ft.	None	Common	Perception, Arcana	None	Spellcasting, Wizard Class

**DUNGEONS & DRAGONS**



**DIPS' ADVICE: Handling Scenes Between Combat**

**MONT DINDA ALONG**

**ADMITTED CRIMINALS**

**WINTERHAVEN**

**BITERLUDE ONE: ARRIVING IN WINTERHAVEN**

**CHAPTER ONE AND PRISON**

**THE GREAT ONE'S**







THE SWORD COAST

SEA OF SWORDS

THE SHINING SEA

SEA OF FALLEN STARS

FAERÛN

- City
- Port
- Plains
- Hills
- River
- Castle
- Fort/Castle
- Throne
- Cliff
- Glacier
- Forest
- Jungle
- Marsh
- Swamp
- Water





# THE BURIED REALMS

- Domain Border
- Abyss
- Upperdark Lake
- Middledark Lake
- Lowerdark Lake
- Volcanic Activity
- Feature Border
- Upperdark City
- Middledark City
- Lowerdark City
- Upperdark Site
- Middledark Site
- Lowerdark Site

THE NORTHDARK

THE SHARNLANDS

NETHERESE CAVERNS

OLD SHANATAR

THE GLIMMERSEA

THE DARKLANDS

GREAT BLAERYNDEN

THE EARTHROOT

Eaerûn's



MANTOL-DERITH  
GAUNTLGRYM  
GRACKLSTUGH  
NUURTHROTH  
THE LABRINTH  
CH'CHITL  
DOLBLUNDE  
YATHCHOL  
TAPPER  
TOMB  
TETHYAMAR  
MAERIMYDRA  
OOLTUL  
CHEDNASAD  
ERYNDLYN  
REESHOV  
THE TUMULUS  
GATHGROTTOES  
SSHAMATH  
PHILOCK  
THROGAR  
OAXAPTUPA  
GATCHOROP  
RRINNOBOTH  
SLOOPDILMONPOLOP  
MORNDIVVER  
HOLORAR  
LAKE OF RADIANT MISTS  
RRINGLOR-NOROTH  
GUALLIDURTH  
ILTKAZAR  
THE ARNVULT

SORAH-NU-SUM  
KURAGOLOMOSH  
HOUSE OF DARK CONSUMPTION  
BRIKKLEXT  
THE REACHMERE  
DROWNED MOLTUM  
HOLY MOTHER CAULDRON  
CITADEL OF THE FIENDISH SLAYER  
SHAPE OF WATER  
THE SPAWNING DEEP  
DEEP ROUR  
THE PIT OF JHAAM  
GDUAR'S GARDEN  
LLURTH-DREIR  
GREAT RIFT  
DEEPCBURROW  
LIGHTDRINKER  
THE LIGHTLESS SEA  
EARTH'S END  
TLINDHET  
THE COLD SEA  
DEEP IMASKAR  
FRAASUMMDIN  
UNDREK'THOZ  
THE BONEYARD  
THE RAMPARTS OF NIGHT  
SPHURUPRA  
TRAASKL THOROG  
VAULT OF CONJURED MADNESS  
WUPAPN





Westland Gate

Bloomridge

Commerce Bay

Docks East

Docks West

Chionthar River

Riverside Slums

Bridge District

Baldur's Gate







# STRANGER THINGS









**D & D DIESEL**



tl;dr

Role Playing Game

Set of mechanical rules

You create the story



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I wanna play

*Find a DM / Join a group*

My kids would love this!

*5th edition is an easy start!*



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