Getting Started in the MT Dungeon – A Player's Guide

Rules and References

D&D is an enormous game, in terms of rules and everything that can be done – it tends to be overwhelming. Certainly your DM does not know all the rules, and will make mistakes. It's OK: the idea is to have FUN. The fundamental rules are available in a couple of forms:

- The D&D Fifth Edition (D&D5e) Systems Reference Document ("SRD"), available at http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf   For now, this will be our arbiter for questions about rules. But that will change if/when your DM signs on to D&D Beyond with full privileges, giving access to the full materials, in which case the actual Wizard of the Coasts books (in electronic form) will be the rules we use. The material from pages 56 through 98 may be the most helpful for a basic understanding.
- The D&D Basic Rules are a little less intimidating, and should work fine for things like creating a character, and is perhaps a better place to start for some (includingyour DM). http://media.wizards.com/2018/dnd/downloads/DnD_BasicRules_2018.pdf
- I found a good character sheet explanation at https://olddungeonmaster.com/2015/02/14/dd-5e-character-sheet-instructions/. There is also a section towards the end of this document that goes over the layout of the character sheet in Foundry VTT.
- Disclaimer: *Your DM is going to get stuff wrong.* If you spot something during the session feel free to mention it, and if appropriate we'll correct it on the spot. If you spot something post-session, send me an e-mail so I can learn from my mistakes, and we'll correct what we can. Hopefully none of them will be fatal for your character.   ;)

D&D Beyond

The commercial website D&D Beyond (https://www.dndbeyond.com/) is a fantastic resource, and I recommend signing up, at least at the free level.

- I have created a campaign there called "The MT Dungeon" (I dropped the "- Testing").   I have provided a link in email and will do so again when I release this document – I don't want to put it in the document itself.
- You can create ("roll up") a character (more on that below), and then have it join my campaign. By so doing you enable me to download it for you into Foundry VTT
- If and when I purchase content there and subscribe at the "Master Tier" then anyone who joins my campaign on D&D Beyond will be able to see those materials – even those who do not themselves subscribe.
- They have a couple of mobile device "apps" – one is a searchable compendium reference to the basic rules (called D&D Beyond in the app store. I recommend installing the app and

downloading the Basic Rules into it.) [Note: Please DO NOT DOWNLOAD OR LOOK AT "FROZEN SICK" as it contains spoilers!].

- The other app is called "DDB Player" and provides ways of accessing characters you may have, or creating new ones.

Creating Your Characters

There are several options for creating your characters. In order of ease for me they are:

1. Copying one of the existing "Starter Heroes" that already exist within Foundry VTT. The following are available, with the stated attributes: (HP is hit points, AC is Armor class/Spell DC). The numbers in parenthesis are the throw modifiers / modifiers with proficiency bonus based on the points for saving throws, if any. If no number is given in the parentheses, both are 0. If just one number is given, there is no proficiency bonus. Hopefully I transcribed them correctly. **If you want this option, just tell me which one, and what you want your character's name to be.**

Name (change)	Race	Class	HP	Armor Class	Speed	Initiative	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Bernard	Dwarf	Rogue	12	13/11	25	+2	10	15(+2/+4)	16(+3)	12(+1/+3)	14(+2)	8(-1)
Brutus	Human	Fighter	12	19/9	30	+2	16(+3/+5)	14(+2)	15(+2/+4)	9(-1)	13(+1)	11
Emil	Human	Druid	12	12/13	30	+1	9(-1)	13(+1)	15(+2)	14(+2/+4)	16(+3/+5)	11
Erin	Elf	Ranger	12	14/11	30	+3	8(-1)	17(+5)	14(+2)	11	13(+1)	12(+1)
Jeronimo	Elf	Bard	10	14/13	30	+3	8(-1)	16(+3/+5)	14(+2)	10	12(+1)	16(+3/+5)
John	Dragon-Born	Cleric	9	16/12	30	+0	16(+3)	10	13(+1)	8(-1)	15(+2/+4)	9(-1/+1)
Lukas	HalfOrc	Paladin	12	18/12	30	-1	17(+3)	8(-1)	14(+2)	10	12(+1/+3)	14(+2/+4)
Olive	Gnome	Wizard	8	12/13	25	+1	8(-1)	12(+1)	15(+2)	17(+3/+5)	13(+1/+3)	10
Renee	Halfling	Barbar-ian	14	16/11	25	+3	8(-1/+1)	17(+3)	14(+2/+4)	12(+1)	10	14(+2)
Tristan	HalfElf	Warlock	10	13/13	30	+2	12(+1)	14(+2)	14(+2)	10	8(-1/+1)	17(+3)
Vash	Halfling	Monk	9	16/11	25	+3	8(-1/+1)	16(+3/+5)	13(+1)	12(+1)	15(+2/+2)	11
Waldeck	Tiefling	Socrcer	9	14/13	30	+1	10	12(+1)	14(+2)	14(+2)	8(-1)	17(+3/+5)

2. Do a "Quick Build" at D&D Beyond (dndbeyond.com), selecting Race, Class and name.
   a. After registering, go to the D&D Beyond home screen, and click on your user ID, and select "Characters"
   b. Then click on the blue-outline box near the top of the right side - "Create A Character"
   c. Select "Quick Build"
   d. Choose a Race, a Class and set the name, then click on the blue "Create Character" bar
   e. Click the blue "View Character Sheet" button
   f. Click on the "Gear" settings icon to the right of the character's name
   g. Click "Change Portrait" on the right hand side, below the image (you might have to scroll down to set it)
   h. Select one of the portraits provided, or upload one using the "Choose File" button at the top.

       i.   Use the link I provided to my D&D Beyond campaign to insert your character into the campaign.

      j.   Send me an email or other message and I will import it into Foundry VTT.

3. Using the information provided at https://www.instructables.com/id/Creating-a-DD-5e-Character-for-Beginners/ as a general guide, go to D&D Beyond and create a character. In the steps under "2" above, at step "3" select "Standard" *and check the "Show Help Text" box.*

    a.   The player *must* be 1st level, or I will reject it.

    b.   You can advance or go back using the blue arrows on either side of the screen

    c.   In Character Preferences, unselect all of them

    d.   For advancement type, select either one. (We will be using Milestone, but if you fix XP based, I'll just ignore your XP. ;))

    e.   Choose a Race, Class (don't worry about multi-classing yet), Proficiencies (as instructed) [you can peek at "Available at Higher Levels" if you like.

    f.   Roll or select your ability scores as instructed. "Standard Array" is easiest but not as much fun. If you choose to roll do so fairly. ;)

    g.   Choose "Equipment" rather than "Gold"

    h.   Otherwise USE THE DEFAULTS

    i.   Finish up by following steps starting at "e" under #2, above.

4. Schedule a one-one so-called "Session 0" with me to build your character in Foundry VTT. Time consuming. If enough people want to do this, then we can schedule a group session just for that.

Character Sheets

Central to playing D&D is your character sheet – it describes you character. You can access your character sheet various ways during play:

- By double clicking on your token on the Map
- By clicking on your character name in the Actor's Directory list
- By looking at your character sheet on D&D Beyond. HOWEVER, note that unless *you* keep that in sync with Foundry VTT, as it changes in Foundry VTT those changes are *not* reflected on D&D Beyond.

I found a decent character sheet reference at https://olddungeonmaster.com/2015/02/14/dd-5e-character-sheet-instructions/ While this is generally based on the *paper version*, the Foundry VTT character sheet closely corresponds to the paper version.

What follows are screen shots of the various tabs of the character sheet under Foundry VTT, which mimics the official D&D 5e Character Sheet, with a reference to the corresponding information in the SRD and how it might be used during a game session.

NOTE: Generally (and perhaps unfortunately) the character sheet in Foundry VTT *DOES NOT ENFORCE STUFF*. Just as if you were playing with a paper character sheet. It is up to you, the player, to know how to play your character and do so fairly.

Character Sheet - Attributes

When you first open your character sheet, you will see your attributes (note that the word **Attributes** is in red). This shows:

- Your Name and avatar image
- Your Race (SRD Page 3) , "Background", Alignment (Lawful/Neutral/Chaotic : Good / Neutral / Evil) (Just "ALIGNMENT" above) and your Proficiency Bonus (that is applied depending upon your class and/or race – I believe these are applied automatically)
- Your character level, class and experience points (we will be leveling up at milestones rather than XP, however, at least at first)
- Your hit dice, with Short and Long rest buttons that you can click when taking rests which do the appropriate thing – convenient!
- Your Armor Class. There is also a Spell DC that I have yet to research – it doesn't seem to be covered in the SRD

- Your speed – how many feet you can move per turn (1 square == 5 feet)
- Your various attributes, called ability scores, created when your character was rolled appear in the first column on the left. The two small numbers are your modifiers. If the little dot below the big number is checked, then your Proficiency bonus is applied to that attribute for saving throws. D&D Beyond will handle this automatically. *You should not add checkboxes to the abilities without approval from the DM*.
- The second column from the left lists any special skills you may have with check boxes, usually based on race and class.
- The three "Resource" boxes allow you to track usage of resources during the game. What you put there is largely up to you. If the "SR" box is checked, the resource is recovered on a short rest *or* a long rest, and if the "LR" box is checked, the resource is recovered during a long rest.
- If you get down to 0 hit points, the "Death Saves" section allows tracking successful (check mark) or failed (x mark) death saving throws. See the SRD combat section on dying for more information.
- The Exhaustion box allows tracking exhaustion if an adventure requires it.
- Sometimes the DM may grant "Inspiration". If you have it, get an "advantage" on a roll. You can give it to another player, if you think they deserve it.
- Your size – how big you are – typically medium or small for players.
- Senses list any special senses you may have, like passive perception or darkvision. It's just a text box.
- The rest of the last column list any special capabilities you may have, typically based on class or race.

Character Sheet – Inventory

The next major section of the character sheet, which you get to by clicking on the word **"Inventory"** is – gee – your inventory.

At the top, under "Attributes, Inventory, … Biography" you will see Currency: Platinum, Gold, Electrum (whatever that is) Silver and Copper. Your DM will identify any appropriate initial currency once he decides on it. ;)

Next are all of the various items you have with you. (There is a "+" sign in the headers for adding an item into your inventory). Each item has:

- An icon (more on that below)
- A NAME, a weight (eventually we will be enforcing how much weight you can carry), what it takes to use it (usually 1 Action, if anything is shown)

- Three icons. The first, a shield, allows you to equip an item for ready use. The second lets you edit the description (which is NOT recommended), and the trash can icon lets you remove an item from your inventory.

Categories of items include

- Your weapons. If you click on the NAME, it expands to show a description of the weapon – including its range. If you hover over the NAME of the weapon (not the icon), you will see a black image of a 20-sided die appear. Clicking on that die image or just the original weapon image begins an attack sequence. You can also drag a weapon onto your quick access area at the bottom of your browser window, where clicking on it also begins its attack sequence.
- Your equipment – perhaps the most important is your armor, if any.
- The rest are for other items you may have. "Loot" isn't necessarily loot you pick up during and adventure – it's just stuff you have with you.

Character Sheet – Features

The next section is **Features**, which you access, oddly enough, by clicking on the word "Features"

This lists your class and any in-play active abilities (that you have to remind the DM of when you use, and which may have a limited number of uses between rests), and passive abilities that are innate, typically as part of your race and/or class. The Action / Bonus Action / Reaction headers act as filters to list those features applicable to a givens situation (if none are checked, all the features are listed.)

Character Sheet – Spells

The next section is the **Spellbook** – which is only relevant for those who can cast spells, either innately as part of their class, or via a learned art.

This lists each spell.

- As with weapons, clicking on the NAME of the spell provides information on the spell and how it is cast. Clicking on the icon to the left of the name starts the casting process itself. Also, you can drag on the icon to the left of the name onto the fast action bar at the bottom of the browser window.
- Cantrip spells can be evoked any time and don't run out and don't have to be prepared. Handy!
- Other spells take up spell "slots". The first column of each level header includes two numbers separated by a number for each of the character's spell levels. The first is how many spells are *still available* to cast. The second lists the total number of slots.
- The V / S / M / R / C identify how a spell is cast. V means Verbal – you cannot cast the spell if silenced. S is somatic – you have to be able to move and have a free hand to cast it. M means some substance you must have to cast it (we probably won't bother with materials at first). C means you must concentrate to maintain the spell. (I am not yet sure what the "R" is for).

- The spell usage column indicates how the spell is used (often during a player's action phase of their turn.)
- The spell targeting indicates whether or not you need to identify a spell template when casting the spell (see the Foundry VTT Hitchhiker's Guide for how to do that)
- Preparing spells: Some classes and/or spells require that the character prepares their spells ahead of time. Those are identified by clicking the first of the three icons in the last column. Once prepared a spell *stays* prepared. Basically, it is a mechanism to require players to decide which of their spells they want to have available for a given game session. The number of spells you can prepare is a characteristic of your character – the character sheet does *not,* unfortunately, actually enforce this.

Character Sheet – Biography

The biography section, sometimes referred to as the "backstory" provides background information on your character. It can help you figure out how your character should behave during roll playing and combat.