
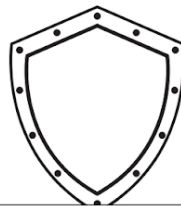


DUNGEONS & DRAGONS®

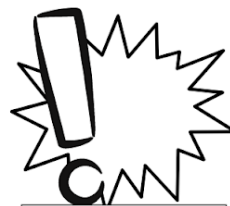
Mod Save



Strength




Armor Class



Initiative



Speed



Dexterity




Max HP




Current HP




Hit Dice




Constitution




Intelligence



wisdom



Charisma



Proficiency

Common Attacks

Name	Modifier	Damage

Skills I add
bonus to:

Armour Class

In Dungeons & Dragons, **Armor Class (AC)** is another core mechanic, and it tells you **how hard it is for enemies to hit a character**. Here's a clear, kid-friendly explanation for your grade six students:

What Armor Class Means

- Armor Class represents **how well-protected a character is**.
- The higher the AC, the **harder it is for an enemy to land a successful attack**.
- It's like the "target number" someone has to roll to hit you.

How Armor Class Works

1. **Base AC**
 - Every character has a base AC depending on what they're wearing (armor) and sometimes their Dexterity (quickness).
 - Example: A warrior in chainmail might have AC 16; a wizard in a robe might have AC 12.
2. **Being Attacked**
 - When a goblin swings a sword or casts a spell, they roll a **D20** (a 20-sided die).
 - If the roll **plus attack bonuses** equals or exceeds your AC, the attack hits.
 - If the roll is lower than your AC, the attack **misses**.
3. **Increasing AC**
 - Wearing better armor, using shields, or casting protective spells can raise AC.
 - Some magical items also give bonuses.

Why AC Matters

- It's a defensive stat — helps the DM and players see **who is hard to hit in combat**.
- Players need to balance AC with movement and other abilities (sometimes heavy armor slows you down).
- AC adds strategy: sometimes it's better to hide or dodge than take a risky attack.

💡 Think of AC like a **shield or a force field**. If your enemy rolls low, the shield protects you and they miss!

Hit Points

Hit points (often abbreviated as **HP**) are one of the core mechanics in Dungeons & Dragons, and they're **basically a measure of a character's health or vitality**. Here's a detailed breakdown that's easy to understand for your grade six students:

What Hit Points Mean

- Hit points represent **how much damage a character can take** before they are knocked out or incapacitated.
- The higher your HP, the more damage you can survive.

How Hit Points Work

1. **Starting HP**
 - When a character is created, they start with a number of hit points.
 - This is usually based on their class (Warrior gets more HP than a Wizard) and their Constitution (toughness) score.
2. **Taking Damage**
 - When a character is hit by an attack or trap, they **lose HP** equal to the damage.
 - Example: A goblin swings a sword and deals 6 damage → your HP decreases by 6.
3. **Healing**
 - HP can be restored by magic (healing spells), potions, or resting.
 - Example: A healer casts a spell that restores 8 HP → you gain 8 HP back.
4. **Zero HP**
 - If a character's HP drops to 0, they **fall unconscious** and might start making "death saving throws" to see if they survive.
 - Too much damage below 0 can cause them to die outright.

Why HP Matters

- It keeps track of **how tough a character is in combat**.
- It allows players and the DM to see **how close the hero is to danger**.
- Managing HP adds strategy: players must decide whether to fight, heal, or retreat.

💡 Think of HP like a **health bar in a video game**. When it reaches zero, your character "faints" and needs help.

Initiative

In Dungeons & Dragons, **Initiative** is a number that determines **the order in which characters and monsters take their turns during combat**. Think of it like a “who goes first” rule in a board game.

1 What Initiative Does

- Initiative decides **who acts first, second, third, etc.** in a fight.
- It's used **only in combat**, not when exploring or talking.

Example: If the party is ambushed by goblins, initiative tells you whether the wizard casts a spell before the goblins attack, or if the goblins strike first.

2 How to Roll Initiative

1. Each player rolls a **D20** (20-sided die).
2. Add their **Dexterity modifier** to the roll.
3. The DM does the same for monsters.
4. Everyone lines up from **highest total to lowest**—that's the turn order.

Example:

- Aria the Warrior has Dexterity 14 → modifier +2
- She rolls a D20 and gets 13 → $13 + 2 = 15$ **initiative**
- The goblin rolls 10 → 10 initiative
- Aria goes first, then the goblin

3 Why Initiative Matters

- Going early can be a big advantage—your heroes might attack or heal before the enemy can.
- Going later might be risky if monsters can strike first.

💡 Initiative is like a **race to act first** in combat. High Dexterity often helps you go faster.

Speed

Speed is how far a character can move on their turn in combat. It's like their “running ability” or how fast they can travel during a fight or adventure. Think of speed like the character's **running distance in one turn**. High speed = fast and nimble. Low speed = slower and careful.

1 What Speed Does

- Speed determines **how many feet a character can move on their turn**.
- Movement is separate from attacks or actions—you can move, then attack, then move again if your turn allows.

Example:

- A human fighter has a speed of 30 feet → they can move 30 feet on their turn.
- A halfling rogue might have a speed of 25 feet → they move slightly slower.

2 How to Decide Speed

- Most characters have a **default speed** based on their race:
 - Humans: 30 feet
 - Elves: 30 feet
 - Dwarves: 25 feet
 - Halflings: 25 feet
- Some classes, spells, or magical items can **increase or decrease speed**.
- Speed is usually **fixed and simple**—no dice rolling needed.

3 Why Speed Matters

- Allows heroes to **reach enemies, escape danger, or explore the battlefield**.
- Speed can help a character **flank an enemy**, rescue a teammate, or grab treasure.

Types of Attacks

Attacks are how characters and monsters try to deal damage or affect others. There are a few main types, and each works a bit differently.

1 Melee Attacks

- **What it is:** Close-range attacks, usually with a weapon like a sword, axe, or fist.
- **How it works:** You have to be **next to your target**. Roll a D20 to see if you hit (compare to AC).
- **Example:** A warrior swings their sword at a goblin.

2 Ranged Attacks

- **What it is:** Attacks made from a distance using bows, crossbows, throwing knives, or even spells.
- **How it works:** You roll a D20 to see if the attack reaches the target (some weapons have max range).
- **Example:** A ranger shoots an arrow at a goblin from across the bridge.

3 Spell Attacks

- **What it is:** Magical attacks that can either hit directly or affect an area.
- **How it works:**
 - **Attack roll spells:** You roll D20 to hit like a normal attack.
 - **Saving throw spells:** The target rolls a die to try to avoid or reduce the spell's effect.
- **Example:** A wizard casts Firebolt at a goblin (roll D20 to see if it hits).

4 Special Attacks

- **What it is:** Unique abilities that don't fit neatly into melee, ranged, or spell categories.
- **Examples:**
 - Sneak Attack (rogue does extra damage if hidden)
 - Grappling or pushing enemies
 - Using a special magic item

5 Area of Effect (AoE) Attacks

- **What it is:** Spells or abilities that hit **all creatures in a certain area**, not just one target.
- **Example:** A fireball spell explodes in a 20-foot radius, hitting everyone inside the circle.

Think of attacks like **"how you try to hurt the enemy or affect them"**. Some are close, some are far, some are magical, and some hit many at once!

Hit Dice

Hit Dice (HD) are a way to track **how much health your character can recover** when they rest. They're also tied to a character's class and level.

1 What Hit Dice Are

- Every character class has a **specific type of die** for hit points.
- Hit Dice show **how much HP your character gains when they level up** and **how much they can roll to heal during a short rest**.

Example:

- A Fighter uses a **d10** hit die → each level they gain 1d10 HP + Constitution modifier.
- A Wizard uses a **d6** → they gain 1d6 HP + Constitution modifier per level.

2 How Hit Dice Work in Resting

- After a **short rest** (usually 1 hour), a player can **spend one or more Hit Dice** to regain HP.
- Roll the die, add the Constitution modifier, and **regain that many HP**.
- You can spend as many Hit Dice as you want, but you only have **one per level**, so you have to manage them carefully.

Example:

- A 3rd-level fighter has 3d10 Hit Dice.
- They spend 2d10 during a short rest.
- They roll a 7 and a 5, add +3 (Constitution bonus) to each, regaining 15 HP total.
- They now have 1 Hit Die left until their next long rest.

3 Why Hit Dice Matter

- They let players **heal without using magic or potions**.
- Encourage **strategy and resource management** during adventures.
- They also reflect the **toughness of different classes**: Fighters heal more per level than Wizards.

💡 Hit Dice are like **little dice "health packs"** your character can roll to feel better during a rest.

Ability Scores – Strength

In Dungeons & Dragons, a character's **Strength** is one of six "ability scores" that describe how good they are at different things. Strength specifically measures **physical power**—how strong a character is, how hard they can hit, or how much they can lift.

1 What Strength Does

- Determines how **powerful a character is in physical tasks**.
- Used for:
 - Melee attacks (swords, axes, hammers)
 - Lifting, pushing, or breaking things
 - Carrying heavy items

Example: A warrior with high Strength can swing a sword harder and lift a treasure chest that a wizard couldn't.

2 How to Decide Strength

There are a few ways:

A. Standard Array (Simple Method)

- Each ability score has a number (Strength, Dexterity, etc.).
- You assign a pre-set list of numbers to the six abilities.
- Example list: 15, 14, 13, 12, 10, 8
- If you want a strong warrior, you put **15 in Strength**.

B. Rolling Dice (Random Method)

- Roll **4 six-sided dice (4d6)**, drop the lowest die, add the rest → that's your score.
- Repeat for each ability.
- Random method can give funny results like a very weak wizard or a very strong rogue!

C. Point Buy (Custom Method)

- You get a certain number of points to spend to raise each ability.
- Allows you to **customize your character's strengths and weaknesses**.

3 Strength Bonus

- The number itself isn't always used directly. You get a **modifier** based on the score:

Strength Score Modifier

1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

- This modifier is added to attacks, damage, and checks using Strength.

Example: A Strength 16 warrior has a +3 bonus. If they swing a sword, they add +3 to their D20 roll to see if they hit.

💡 Think of Strength like **how "strong" your character is compared to other heroes**. Big numbers = strong, small numbers = weaker.

Ability Scores – Dexterity

Dexterity is another one of the six ability scores in Dungeons & Dragons. It measures **how quick, agile, and precise a character is**. Think of it as the opposite of “muscle power”—it’s all about speed, reflexes, and coordination.

1 What Dexterity Does

Dexterity affects a lot of things in D&D:

- **Dodging attacks:** The higher your Dexterity, the better you are at avoiding hits.
- **Ranged attacks:** Shooting bows, throwing knives, or some spells often use Dexterity.
- **Stealth:** Sneaking quietly without being noticed.
- **Balance & Acrobatics:** Climbing, flipping, or walking along narrow paths.
- **Armor Class (AC):** Dexterity helps determine how hard you are to hit.

Example: A sneaky rogue with high Dexterity can sneak past a goblin and shoot arrows without getting hit.

2 How to Decide Dexterity

Just like Strength, you can assign Dexterity in a few ways:

A. Standard Array: Assign one of these numbers to Dexterity: 15, 14, 13, 12, 10, 8.

- Example: A nimble archer might get **15 in Dexterity**.

B. Dice Roll: Roll 4 six-sided dice, drop the lowest, sum the rest. Repeat for each ability score.

C. Point Buy: Spend points to set your Dexterity wherever you want.

3 Dexterity Modifier

- Like Strength, Dexterity has a modifier that you add to dice rolls:

Dexterity Score Modifier

1–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4

- The modifier is used for: attack rolls with ranged weapons, Armor Class, dodging, and skill checks like acrobatics or stealth.

Example: A Dexterity 16 rogue has a +3 modifier. If they try to sneak past a goblin, they add +3 to their roll.

Dexterity is **your character’s “quickness and nimbleness”**. High Dexterity = fast, sneaky, and hard to hit. Low Dexterity = slower, clumsier, more likely to stumble.

Ability Scores – Constitution

Constitution is another key ability score in Dungeons & Dragons, and it measures **how healthy, tough, and resilient a character is**. In other words, it's about **staying alive and enduring danger**.

1 What Constitution Does

- **Hit Points (HP):** Constitution directly affects how much health your character has.
- **Surviving Effects:** A strong Constitution helps resist poisons, disease, and other physical hazards.
- **Endurance:** Running long distances, holding your breath, or withstanding fatigue can use Constitution.

Example: A warrior with high Constitution can survive several hits from a goblin without fainting, while a wizard with low Constitution might get knocked out quickly.

2 How to Decide Constitution

Like Strength and Dexterity, you can assign Constitution using:

A. Standard Array: Assign one of the numbers 15, 14, 13, 12, 10, 8 to Constitution.

- Example: A tanky fighter might get **15 in Constitution**.

B. Dice Roll: Roll 4 six-sided dice, drop the lowest, sum the rest. Repeat for each ability score.

C. Point Buy: Spend points to set Constitution where you want it.

3 Constitution Modifier


- Each Constitution score has a **modifier**:

Constitution Score Modifier

1–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4

- The modifier **adds to Hit Points** when you level up.
- Also used in saving throws against things like poison or disease.

Example: A Constitution 16 warrior has a +3 modifier. If they gain 1d10 HP for a level, they add +3, getting 4–13 HP instead of just 1–10.

 Constitution is **your character's "toughness and stamina"**. High Constitution = can take more hits and last longer. Low Constitution = frail or easily tired.

Ability Scores – Intelligence

Intelligence is another one of the six ability scores in Dungeons & Dragons. It measures **how smart your character is, how much they know, and how well they can solve problems**. It's about **knowledge, learning, and thinking logically**.

1 What Intelligence Does

Intelligence affects things like:

- **Spellcasting for Wizards:** Wizards need high Intelligence to cast their spells well.
- **Knowledge checks:** Remembering facts about history, magic, creatures, or the world.
- **Problem-solving:** Puzzles, riddles, and figuring out traps or mechanisms.
- **Investigations:** Finding clues or noticing patterns.

Example: A clever wizard with high Intelligence can identify a magical artifact or solve a tricky puzzle before the goblins do.

2 How to Decide Intelligence

You assign a number to Intelligence using the same methods as other abilities:

A. Standard Array: Assign one of 15, 14, 13, 12, 10, 8.

- Example: A wizard might get **15 in Intelligence**.

B. Dice Roll: Roll 4 six-sided dice, drop the lowest, and sum the rest.

C. Point Buy: Spend points to set Intelligence wherever you want.

3 Intelligence Modifier

- Like other stats, Intelligence has a **modifier** used for checks:

Intelligence Score Modifier

1–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4

- You **add the modifier** to rolls for tasks that require thinking, remembering, or studying.

Example: A wizard with Intelligence 16 (+3 modifier) tries to identify a magical potion. They roll a D20 and add +3 to see if they succeed.

💡 Intelligence is your character's **"brain power"**. High Intelligence = clever, knowledgeable, and good at puzzles. Low Intelligence = struggles to remember or solve tricky problems.

Ability Scores – Wisdom

Wisdom is another of the six ability scores in Dungeons & Dragons. It measures **how aware, perceptive, and insightful a character is**—basically their “common sense” and intuition.

1 What Wisdom Does

Wisdom affects things like:

- **Perception:** Noticing hidden traps, secret doors, or sneaky enemies.
- **Insight:** Understanding what others are really thinking or feeling.
- **Survival:** Following tracks, finding food or water, and staying safe in the wilderness.
- **Some spells:** Certain magic (like healing or protective spells) uses Wisdom.

Example: A druid with high Wisdom might notice a goblin hiding behind a bush or know which plants are safe to eat.

2 How to Decide Wisdom

You assign a number to Wisdom like other abilities:

A. Standard Array: Assign one of 15, 14, 13, 12, 10, 8.

- Example: A healer might get 15 in Wisdom.

B. Dice Roll: Roll 4 six-sided dice, drop the lowest, and sum the rest.

C. Point Buy: Spend points to set Wisdom wherever you want.

3 Wisdom Modifier

- Wisdom has a **modifier** used for rolls that involve perception, insight, or survival:

Wisdom Score Modifier

1–3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4

Example: A druid with Wisdom 16 (+3) tries to spot a hidden trap. They roll a D20 and add +3 to see if they succeed.

💡 Wisdom is your character’s **“common sense and gut feeling”**. High Wisdom = notices things others don’t, trusts instincts, and stays safe. Low Wisdom = misses clues or can be easily tricked.

Ability Scores – Charisma

Charisma is the sixth and final main ability score in Dungeons & Dragons. It measures **how charming, confident, and persuasive a character is**, or in other words, how well they interact with others.

1 What Charisma Does

Charisma affects things like:

- **Persuasion:** Convincing someone to do something or agreeing with you.
- **Deception:** Telling a believable lie or bluffing an enemy.
- **Intimidation:** Scaring or standing up to someone.
- **Certain spells:** Some magical effects, like charming or commanding spells, use Charisma.

Example: A bard with high Charisma can charm a goblin to leave the village instead of fighting, or inspire friends to fight better.

2 How to Decide Charisma

Like other abilities, you can assign a number to Charisma:

A. Standard Array: Assign one of 15, 14, 13, 12, 10, 8.

- Example: A friendly bard might get **15 in Charisma**.

B. Dice Roll: Roll 4 six-sided dice, drop the lowest, sum the rest.

C. Point Buy: Spend points to set Charisma wherever you want.

3 Charisma Modifier

- Charisma has a **modifier** used for rolls involving social interactions or Charisma-based magic:

Charisma Score Modifier

1–3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4

Example: A bard with Charisma 16 (+3) tries to convince a goblin to give up its treasure. They roll a D20 and add +3 to the check.

💡 Charisma is your character's **"people skills and charm"**. High Charisma = persuasive, confident, and inspiring. Low Charisma = shy, awkward, or less convincing.

Damage

In Dungeons & Dragons, **damage** is the amount of **harm or injury a character or monster takes** when they are hit by an attack, spell, or trap. Think of it as **how much health (HP) you lose**.

1 What Damage Does

- Damage **reduces a character's Hit Points (HP)**.
- When HP drops to 0, the character **falls unconscious** and may be in danger of dying.
- Different attacks or spells deal different amounts of damage.

Example:

- A goblin swings a sword and hits a fighter for 6 damage → the fighter loses 6 HP.
- A fireball spell might hit multiple characters for 8 damage each → each loses 8 HP.

2 How Damage is Determined

- Damage is usually rolled using a die, based on the weapon, spell, or ability:

Weapon / Spell	Die	Example Roll
Sword (fighter)	1d8	Roll 1d8 → 5 damage
Dagger (rogue)	1d4	Roll 1d4 → 3 damage
Fireball (wizard)	8d6	Roll 8 six-sided dice → add them together
Bow & arrow (ranger)	1d6	Roll 1d6 → 4 damage

- Sometimes **modifiers** (like Strength or Dexterity) are **added to the roll**.

Example:

- A fighter swings a sword (1d8) with Strength +3
- Rolls a 5 on the die → $5 + 3 = 8$ **damage**

3 Types of Damage

- **Slashing:** swords, axes
- **Piercing:** arrows, daggers
- **Bludgeoning:** hammers, maces
- **Fire, Ice, Lightning, Poison, Acid, etc.:** magical or elemental attacks

Some creatures might be **resistant** or **immune** to certain types of damage.

💡 Damage is **how much a hit hurts you**. High damage = loses a lot of HP. Low damage = just a scratch.

Modifier

In Dungeons & Dragons, a **modifier** is a number that you **add or subtract** from dice rolls to represent your character's natural strengths or weaknesses. It comes from your **ability scores** (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma).

1 What a Modifier Does

- It makes your dice rolls **stronger or weaker** depending on your character's abilities.
- Used for:
 - **Attack rolls** (hitting enemies)
 - **Damage rolls** (hurting enemies)
 - **Skill checks** (like climbing, sneaking, or persuading someone)
 - **Saving throws** (resisting traps, poison, or spells)

Example:

- Strength 16 → modifier +3
- When swinging a sword, you roll a D20 and **add +3** to see if you hit.

2 How Modifiers Work

Each ability score has a modifier based on the following chart:

Ability Score Modifier

1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

- Positive modifier = better at that ability.
- Negative modifier = worse at that ability.

Example:

- A rogue with Dexterity 14 (+2) tries to sneak past a guard → rolls a D20 and adds +2 to the result.
- A wizard with Strength 8 (-1) tries to break a door → rolls a D20 and subtracts 1 from the result.

3 Why Modifiers Matter

- They reflect **how good or bad your character is at things naturally**, without relying purely on luck.
- Makes characters **different and unique**, even if they roll the same dice.



Think of a modifier as a **"bonus or penalty"** that shows how strong, fast, smart, or charming your character is.