

D&D Session One

... a checklist for new adventurers!

This checklist covers what to expect, what to bring, and (most importantly) what NOT to stress about.

What To Bring (in-person or virtual)

- ☐ **Character sheet** (printed or on device)
- ☐ **Pencils**
 - Your numbers will change a LOT during the game
- ☐ **Dice set** (or use a phone app)
 - Free apps: D&D Beyond, Roll20
- ☐ **Notebook** (optional, but helpful)
 - For taking notes
- ☐ **Water bottle & snacks**
 - Sessions can run 3-4 hours, so stay hydrated!

What To Know & What To Do

- ☐ **Know your character's abilities, proficiencies, and traits**
 - You'll learn by playing - just familiarize yourself
- ☐ **Introduce yourself** (in and out of character)
- ☐ **Speak up when you have an idea**
 - "Can I try to...?" is always a great way to start
- ☐ **Take notes on important names/places** (optional)
 - Helps you remember the story

What **NOT** To Worry About

- ☒ **Memorizing all the rules**
 - You'll learn the ones you need as you play
- ☒ **Doing voices or accents**
 - You can if you want! Third person is also totally fine (ex: "My character tells the guard he's here to help")
- ☒ **Looking "dumb" in front of experienced players**
 - They were all beginners once
- ☒ **Having an "optimized" character**
 - Your first character doesn't need to be perfect

Key D&D Terms

AC = **Armor Class** (how hard you are to hit) | **Advantage** = Roll 2 dice, take the **higher** | **Disadvantage** = Roll 2 dice, take the **lower** | **d20** = **20-sided die** (used for most rolls) | **DC** = **Difficulty Class** (how hard a task is/how hard to resist spell) | **DM** = **Dungeon Master** (the storyteller/referee) | **HP** = **Hit Points** (your health) | **Initiative** = **Turn order** (who goes first in combat/separated party) | **Saving Throw** = **Defense roll** (trying to resist a spell or attack) | **Skill Check** = **Action roll** (ie. Survival check to follow tracks)