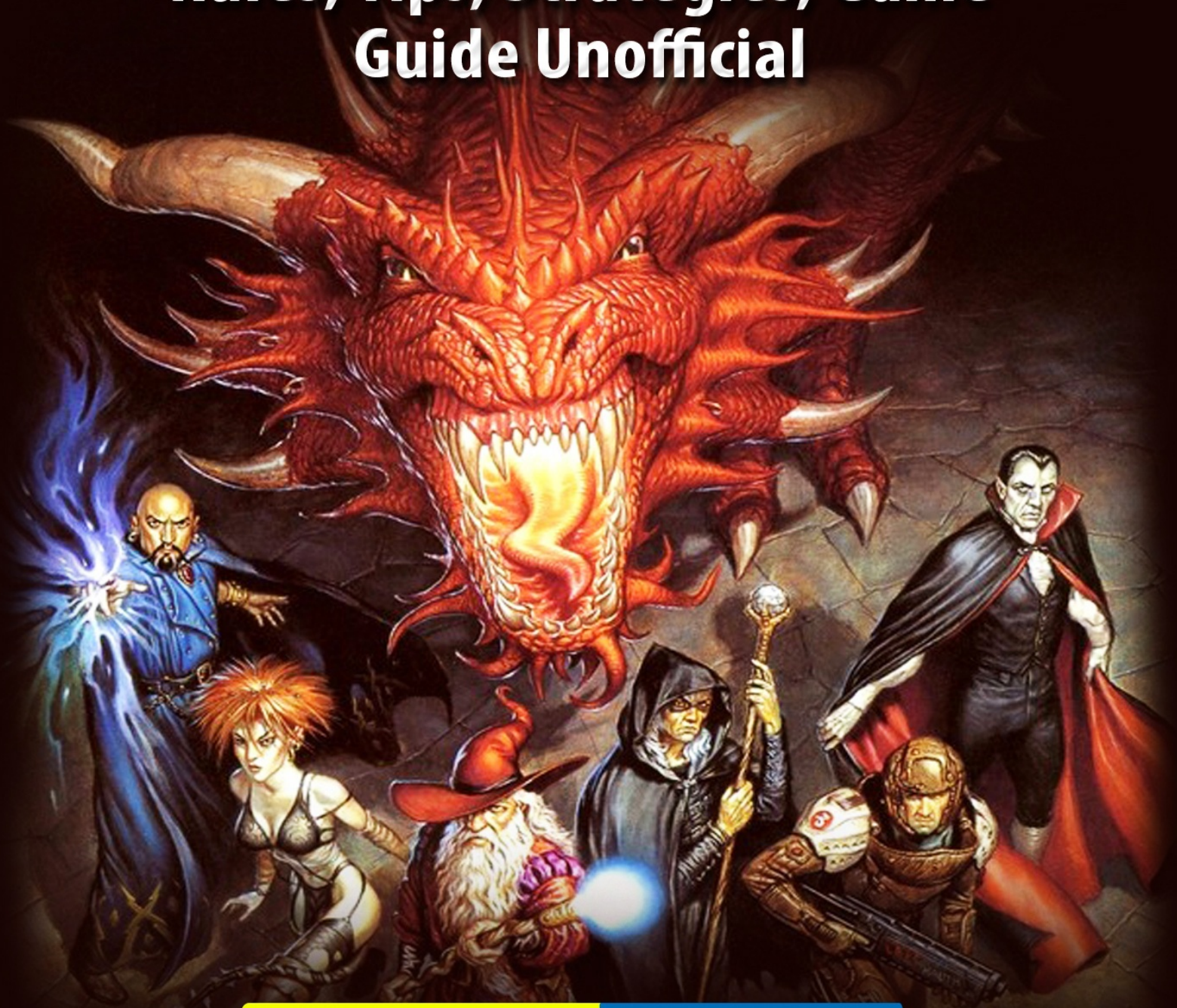


DUNGEONS & DRAGONS

**Online, Edition, Starter, Characters
Rules, Tips, Strategies, Game
Guide Unofficial**



CHALA

DAR

Dungeons & Dragons, Online, Edition, Starter, Characters, Rules, Tips, Strategies, Game Guide Unofficial

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Getting Started

Prior to the game

Be a nice guy. Never decide to be some kind of dick (Wheaton's Law). All of you are pals and you have got to get them treated in such manner. Always remember that DM is also your pal. They aren't after you even though it may seem like this at some point in the game. Is it that the role playing tends to be getting tougher to handle and it looks as if people are being angered under real life circumstances? Do some reassessment so as to know whether you are still catching fun or not.

Ensure that the life of your DM is easier. Any DM that is good is far more valuable when compared to gold. In case you aren't aware of this, then you may need to quiz your DM what it usually costs to get the campaign prepped, get game nights scheduled, collect snacks and so on. How are you going to pay back? Just ensure to search for things that you can get done for the DM. This could surfacing at the nick of time, coming with snacks that belong to you, having little tasks taken over in the game such as getting initiative tracked and so on.

You may want to consider having drawings made if you happen to be someone who is artistic. You can also do songs that are short regarding your campaign and also some stories. Everybody is very passionate when it comes to fan art.

One of best artistic work that you can actually attempt to do is to have custom initiative tents created for members of your party. They are going to be seen by the players. Also, functions or purposes can hardly be ignored.



Have the rules learnt. There is no need attempting to master the rules back and forth. It will help a great deal to understand the rules which be guiding your character. So long as you are not attempting to know everything about rules in this game, there is no doubt that you will definitely do better.

Have characters built that will function very well alongside others. The character that you have got will have a personality that is great. This is first step! However, you will need to take another look at your alter – ego that is new. Do you have a character that is a lone wolf which sits smoking in tavern's shadow? It is really going to be tough having them integrate into the team. Have you got a character that is scared of coming out during fights? This may sound funny but it is a joke that will never stand the test of time.

During the course of the game

Look for the fun. It is really funny that we have to be coming back and forth for the talk of fun all the time. This is due to the fact that dungeons and dragons as well as other RPGs are actually games which are based on role-playing. Although you may not want to have the joy train ridden to fun town at all times, avoid having yourself tortured in the game with wizards and elves. Try to ask questions whenever you discover you aren't having as much as you would have wanted to. Have fun without having another person's good mood ruined.

Never have dice towers built

Help in having the game sped up. Any game which drags is actually boring to play. We have previously discussed how it can be great to get frustrated once in a while. This is one of such times. This idea is going to be explained in a better through tip number 4 and 5. Examples will be provided to you so as to help you understand how to have the game sped up.

Understand how you are going to be acting. Never fall into the temptation of making around you to wait as you decide on the moves to make during a fight. If you are having a wizard with some complex powers played or some other class, having the idea regarding how spells will work is a very demanding task. This is because you will need to deeply search in the handbook of a player.

One easy way to have moratorium avoided is to ensure that you have identified and understood your next moves just as the others will taking theirs in turns. This is will enable you have some kind of confidence since you understand what moves are going to be like. The game just doesn't stop!

Invest time into having your character fleshed out

You may want to decide that the character you have chosen looks like you initially with the only difference being a sword which is large and long hair that is flowing. There are however players who will focus on class, race as well as having their very own back stories created. Regardless of whether your character is going to take after you or even something that is entirely new, it is important you understand your source or origin. Also consider personality, attitude to the other classes or races.

Does the chosen character of yours have any problem with tieflings, orcs, or goblins? Did your parents get murdered which resulted in your becoming

Neverwinter's Dark Knight? These are back story build – ups that will contribute a lot to the drama as well as tension which will follow up in the course of the game itself. Through them, a world can get created by your dungeon master which has got a narrative that is completely relevant to you. In case this all seems like too many paper work, try to understand the basics which is getting to understand your character very well as well as world.

Get a note

The first time I actually started playing the background sheet, spell sheet and character sheet, everything just went missing. Now writing has become something I love doing over and over again. This was however a board game that actually made Cluedo (as well as his pencils and papers) just look very easy. Starting out the game with players who have had a taste of the game in the past can be of great help. They can have a few of your questions answered. Apart from this, what I will suggest is the player's handbook. Not only is it very easy to read but also there are pictures which help you understand what has been written down in a super easy way.

It is only natural that when you are playing the game for the first time, things will happen really slow as you will be struggling to come to terms with the logistics. Story – telling is going to make up for all of these. Get a folder or note to get organized.

Accord the dungeon master some respect as well as other players

For those players that are to a game of this nature, it can be kind of surprising to find out there is a referee you will be contending with instead of a manual that gives out instructions. The wizard that is inside your group has got all the rights to have your gold stolen. If you must isn't going to be allowed by the dungeon master. This game is very social and that is why you will have to get prepared for desires as well as opinions to clash. One of the best things that you can do at the game's early stages is to have yourself established as a group or team. This is how you will be able to get connected.

For the DM ruling, they have got the final say. In case something seems to be going haywire or they tend to be getting intoxicated with power, some feedbacks that will be helpful at the session's ending will be very helpful.

Avoid alignments

This is connected or related to the tip above. It is important to note that once the party of yours has got some characters which are neutral or evil, you can be rest

assured that they will be carrying out those actions that you don't want them to. Such could have attempting to have your gold and magic rewards stolen, having you stabbed during night periods and so on.

For those characters that are chaotic, they are going to be doing anything that can have their fancy taken. This could be having themselves named as the sacred tree's kings which can have the woodland elves really upset. It is true that these characters are kind of dicey. However, they do contribute a lot to the fun of the game in so many ways. Never forget that the role – playing will come to an end as soon as your session ends. You don't have any reason not to have a beer bought for Harry since he actually slept alongside the dragonborn warlock which you had your eyes on.

Roleplaying

This is a very vital aspect of this game. However, every player is going to be having it done in his own unique way. In case you don't fancy voices and action, don't even bother about such again. However, avoid making fun of those players that are planning to get stucked in the universe as well as the lives of their characters. Role – playing is great but never forget to make use of your initiatives whenever the needed arises. It makes the game fresh.

During the first session of mine, what our DM did was to have the bed moved so as to create more space for us to position the map properly. We actually made use of figurines from Warhammer. We also spent lots of time trying to analyze the most reliable strategies that we would use. This is was one of my best and most remembered moments. In case you happen to be a fan of board games, never get scared of trying out dungeons and dragons as it will definitely make your day. it is characterized by unlimited possibilities.

Quick tips

Your character should be created in group

Dungeons and dragons players who are experience will have characters created during time of their own after which they venture into the campaign. However, as someone who is just starting out, there is no doubt that you will need the help of members from your group. Tips from online will do you alot of good here. However, the best is when you are being shown the entire process by someone who is experienced.

It should be funny

My character was evil race which was typical. This was because I actually considered it funny to consider them as pacifist. Dungeons and dragons is a serious game even though you can still add your own twist to make things go a little bit different.

Take note of your commitment with regards to time

Building your character is a process that will the most time. You will need to have everything planned out. For instance; our characters got created after about 3 hours. Although all the campaigns aren't going to need such time, those ones that are long will do.

Your dungeon master should be chosen wisely

You aren't going to get the slightest of ideas regarding who your campaign's leader is. However, with every vibe given off by them, you should be able to know how such campaign is going to turn out.

Don't get shy

You will be having lots of questions asked since everything is being guided by set of rules or the other. Never feel in having to ask about something from players who are more experienced than you are in the game. The truth about this game is that it is very complicated and as a newbie you aren't expected to understand every aspect of it.

Talk

This is very obvious as the game is being played using words. There isn't any game when there are zero words. Communicate with your party on a constant

basis. The same thing applies to NPCs. You should also have the actions of your characters described. Every will become uncomfortable once you decide to remain silent. If you aren't the type that does role – playing, you will need to have what your character is doing described. For instance, Gorak is actually thinking we should take left. Gorak is having his axe swung at harpy.

Do not metagame

One thing that you don't want to ever consider doing is to have the monster's manual read up in advance after which you will then be having decisions made based on what you have read. It is great when players know monster stats and plot spoilers provided such knowledge isn't made use of in the game. You could get expelled from your group.

Be always active

For those that have played this game, they can always testify to the fact that they killer which is most deadly is not the dragon but when you become passive. Any group that doesn't communicate constantly during the course of the game (thereby having to always rely on the DM in other to have things organized) will always fail.

This can be prevented when you discuss about previous games inside your chat. Display some passion and you will see how contagious it can be. Any group that is chatty will always be together and get to level 20 as a team.

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