

Dice

- D4 low damage weapons, small spell effects, and healing potions.
- D6 rolling character stats, damage for smaller weapons and spells
- D8 Damage for one-handed weapons and medium-level spells.
- D10 Damage for versatile weapons and higher-level spells.
- D12 Damage rolls for large, two-handed weapons like great axes or powerful spells.
- D20 most frequently used die, used for attack rolls, ability checks and saving throws. Determines if your action succeeds or fails.
- D% random tables, determining loot, or calculating specific percentage-based chances

Playing

- Saving throws rolls that characters make to resist harmful effects like spells traps or poisons
- Battle actions Usually get an action, bonus action, and movement actions

Dice are very important in DnD and are used to determine and randomize most things within the campaign.



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