D&D Next: August 13 Playtest

Using This Playtest Packet

If you are a player, here is the recommended order for reading the playtest packet's documents:

1. **How to Play.** The rest of the playtest packet assumes you are familiar with this document, which presents the basics of play.
2. **Character Creation.** This document guides you through creating a character and points you to the packet's other player-focused documents: Races, Classes, Backgrounds, Specialties, Equipment, and Spells.

If you are a Dungeon Master, here is the recommended reading order:

1. **How to Play.** The rest of the playtest packet assumes you are familiar with this document, which presents the basics of play.
2. **DM Guidelines.** A mix of DMing advice and rules, this document includes the nuts and bolts of setting DCs and crafting combat encounters.
3. **Bestiary.** Containing a selection of low-level monsters, this document gives you enough creatures to try out encounter building.

General Rule Changes

Hit Points: The way player character hit points are calculated has changed, and hit points are now lower in player characters and monsters.

Surprise: Being surprised no longer changes your initiative; it now prevents you from acting at the start of a battle.

Opportunity Attacks: The opportunity attack is back, but it is triggered only by leaving a foe's reach. The game also now includes a disengage action, which lets you move away from a foe without triggering an opportunity attack.

Ranged Attacks in Melee: This rule now applies only to ranged weapon attacks, not spell attacks.

The Short Rest: You no longer need to have 1 hit point to take a short rest. This change means a companion can heal you with a healer's kit during a short rest, letting you use your Hit Dice.

Long Rest Variants: The rule for long rests hasn't changed, but we have included variants for DMs to experiment with.

Conditions: The blinded, frightened, intoxicated, prone, and restrained conditions have been revised.

Armor and Weapons: The armor and weapon tables in the Equipment document have been heavily revised, including damage and AC values. Also, medium armor no longer imposes disadvantage on checks to be stealthy.

Monster Changes

Stat Block Format: This packet includes a new stat block format, which is meant to be easy to reference in play.

New Abilities: Many of the monsters have new traits and actions.

Encounter Building: The monsters contain levels and XP values that the DM can use to build encounters based on guidance in the DM Guidelines document.

Spell Changes

Spell Disruption: The wizard's spell disruption rule is gone. It has been replaced by a different spell disruption rule, which now lives in our magic rules instead of in a class.

Casting Basics: We have clearer rules about what you can target with a spell and what you need to cast a spell (your voice and a free hand).

Spell Descriptions: There are new spells in this packet, and many of the spells from the previous packet have been revised.

Class Changes

Cleric: *Turn undead* is no longer associated with the Channel Divinity feature, which has become a source of healing/damage and a

way to deliver domain-specific options. The sun and war domains have also been revised, and clerics can now cast the ritual versions of spells that they have prepared.

Fighter: The class includes two new features, Combat Superiority and Fighting Style. These features let a fighter use expertise dice to pull off various combat maneuvers.

Rogue: The class's Sneak Attack options have been revised, and the Skill Mastery feature is now more potent.

Wizard: The class no longer includes a spell disruption rule.

Background and Specialty Changes

Skill List: The game now has a fixed skill list, most of which appears in this packet.

Using a Skill: Your bonus for a skill now equals 3 + your modifier for the ability associated with the skill. When you use a skill in normal circumstances, you simply use it; the DM does not choose an ability to associate with it, unless he or she chooses to use that option.

Themes: A theme is now called a specialty.

Feats: Many feats have revised benefits.