

# 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.