Advantage: This task will be easier for you. Roll 2 D20's and take the higher result.

Armor Class: How easy are you to hit? How easily can you dodge things? Are you wearing a silk robe? Or a full suit of armor? Armor class designates a number to your defenses. An enemy must roll higher than that in order to successfully hit you.

Attack of Opportunity: A bonus attack triggered when a character moves out of range of combat where a character can physically hit something.

Class: This is your fantasy job—what is your specialty? Wizard, Barbarian, Rogue, Cleric, Fighter, etc.

Combat Round: Everyone takes a turn to attack! While this may take longer in real life, the action round is about 6 seconds "in-game".

Critical Failure: You rolled a 1. You could not have messed this up more. You have brought shame to your family. Negative consequences await.

Critical Success: Congratulations, you rolled a 20! Bonus damage and cool things happen to celebrate.

D20: A D20 is a 20-sided die. There are traditionally 7 different types of dice used by players. Each die has a varying number of sides as indicated by the number following the D; D4, D6, D8, D10, D12, & D20.

Disadvantage: This task will be difficult. Roll 2 D20's and take the lower result.

Hit Points: How much health do you have? How many arrows to the knee can you take?

Initiative: Each player (and monster) will roll a D20 to determine attack order in battle.

Modifier: A bonus set of points to contribute to your roll.

Out of Character: Using information from outside the game to influence your character's decisions. For example, everyone knows Medusa will turn you to stone but would your character?

Party: A group of traveling heroes bound by duty, friendship, or employment contract.

Proficiency: You're good at this particular skill, so you get an automatic bonus to your roll.

Race: What flavor humanoid are you? Elf, Human, Gnome, Dwarf, etc.

Role-Play: Embracing a collaborative storytelling form through imagination and improvisation. Often abbreviated to RPG for Role-Play Game.

Saving throw: Are you susceptible to mind-control? Can you survive drinking this poisoned wine? Can you dodge this lightning bolt? Roll a d20 to see if you can resist a negative effect.

Skills: A way to break-down character stats into more concrete ideas. Wisdom skills include Perception, Insight, etc. where Dexterity skills include Acrobatics, Sleight of Hand, and Stealth.

Stats: These are the 6 base-level building blocks for characters: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each of these stats is given a numerical value and will help calculate any future modifiers.