

Dungeons and Dragons Club

Mrs. Crandall – Rm 1303

2019-2020

Welcome to the world of Dungeons and Dragons!

Let me start by **breaking down some misconceptions** about this game.

1. Dungeons and Dragons is a pen and paper game (**not** a video game).
 - a. Players keep track of characters on a character sheet and updates on the internet.
2. This game takes place at a table, not running around in a field.
 - a. Some people confuse D&D with Live Action Role Play (LARP) which is a completely different game that takes place by acting as a character and running around usually in an outdoor setting.
3. You do not have to act as your character if you don't want to.
 - a. While many people find it fun to role play their character you do not have to. However, I encourage you to use this as an excuse to try and be someone you may not normally be (outgoing, loud, pun master, reserved, wise, sneaky, chaotic, etc.)
4. Only nerds play Dungeons and Dragons, why would I?
 - a. There are many people who would proudly consider themselves a nerd that play D&D. However there are tons of people who like to hang out with friends and find the most ridiculous ways to complete a quest. Some famous examples of players being Vin Diesel, Tim Duncan, Stephen King, Robin Williams, Stephen Colbert, and Curt Schilling.
5. You do not have to bring any former knowledge about D&D to be able to play.
 - a. We welcome any and all new players provided that they show up with an open mind. I didn't start playing D&D until college and I have had some of the best times and made a ton of new friends playing this game.

Great! Now that we have those taken care of, let's talk **about the game**.

To play Dungeons and Dragons each group needs 4-6 players. Players act as adventurers who are presented with a job to do (think Indiana Jones). D&D encourages critical thinking, creativity, cooperation, and teamwork. It is the player's job to think of ways to meet their objective that also align with their personal goals.

Once players have decided on a course of action they must roll dice to determine their success. D&D also promotes probability and basic math skills. Modifiers are applied to dice rolls based on the specific character or items they might own. Students are responsible for keeping track of these and applying them to their dice rolls. This is important to gauge the probability of success because failure can mean losing the objective, injury, or even a character's death. It is the Game Master's (GM) responsibility to make any counter rolls against the players and act as a puppeteer for the bad guys and the plot.

Meeting Dates: We meet every Wednesday that doesn't have a staff meeting. **You must be able to secure a ride home, there are NO activity busses on Wednesdays for students to take.**

Sept: 18

Oct: 2, 16, 30

Nov: 13

Dec: 4, 18

Jan: 15, 29

Feb: 5, 19

Mar: 4, 18

Apr: 1, 15, 29

May: 13

KEEP THIS PAGE FOR YOURSELF!

TURN THIS IN TO MRS. CRANDALL – ROOM 1303

Informational page to be kept at home or with the student. See the opposite side for details.

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Application for Bull Run Dungeons and Dragons Club

Due September 16, 2019

***IMPORTANT NOTE:** Since D&D Club meets on Wednesdays, you MUST have a parent or guardian pick you up from BRMS at 4:30 each day, or be capable of walking home (and have the proper walking forms filled). In addition, in order to be picked up, the person picking you up must be listed on club emergency forms (attached), as well as the emergency contact cards that were sent home at the beginning of school. They can be changed in the front office of the school.

Late Pick -Up: (4:45 or later)

- **1st offense:** Student is given a verbal warning
- **2nd offense:** Student is given a written warning to be sent home
- **3rd offense:** Student is provided with a letter that prevents them from coming to club until alternative means of transportation have been secured along with a signed parent/guardian signature.

****Parents/guardians:** I understand the above requirements and will make sure that I am listed on the required documents so that I am authorized to pick up my child, or that they are properly signed up to walk home:

Parent/Guardian Signature: _____

Meeting Dates:

Sept: 18	Feb: 5, 19
Oct: 2, 16, 30	Mar: 4, 18
Nov: 13	Apr: 1, 15, 29
Dec: 4, 18	May: 13
Jan: 15, 29	



To play Dungeons and Dragons each group needs 4-6 players. Players act as adventurers who are presented with a job to protect the historical and magical items in the realm (think Indiana Jones). D&D encourages critical thinking, creativity, cooperation, and teamwork. It is the player's job to think of ways to meet their objective that also align with their personal goals.

Once players have decided on a course of action they must roll dice to determine their success. D&D also promotes probability and basic math skills. Modifiers are applied to dice rolls based on the specific character or items they might own. Students are responsible for keeping track of these and applying them to their dice rolls. This is important to gauge the probability of success because failure can mean losing the objective, injury, or even a character's death. It is the Game Master's (GM) responsibility to make any counter rolls against the players and act as a puppeteer for the bad guys and the plot.

Members of the club are expected to actively participate, and to respect the game masters in charge. **Please fill out the application below and return this whole packet to Ms. Crandall (room 1303).**

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Application:

1. Describe your prior experience with D&D. If you do not have any, what do you think D&D is like?

2. What does a good table mate and fellow player act like (how YOU will act during meetings)?

3. Describe the difference between being creative vs over the top. Why is it important to know the difference?

4. Explain what about the club caught your interest.

5. Is there any other information that you would like me to know?

Advisory Teacher: _____

Room Number: _____

Student Signature: _____

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After School Club Permission Slip

I/We _____ give _____ permission to participate in the following after school club _____.

I understand that my child will need to have a walker's pass or I will be at Bull Run Middle School to pick him or her up promptly at the end of the designated club time.

PRINCE WILLIAM COUNTY PUBLIC SCHOOLS • MANASSAS, VIRGINIA
EMERGENCY PERMISSION FORM
TO BE COMPLETED AND SIGNED BY PARENT/GUARDIAN AT THE BEGINNING OF EACH SPORTS SESSION

Student's Name _____ Grade _____ Age _____ Birth Date _____
Name of School _____ Insurance _____
Home Address _____

Please list any health problems that might be helpful to a physician when evaluating your child during an emergency.

Please list any allergies to medications, etc. _____

Is the student presently taking medication? _____ If so, what type? _____
Does the student wear contact lenses? _____ Please list date of last tetanus shot. _____

EMERGENCY AUTHORIZATION: In event I cannot be reached in an emergency, I hereby give permission to the physicians selected by the coaches and staff of _____ School to hospitalize, secure proper treatment for and to order injection and/or anesthesia and/or surgery for the person named above.

Parent/Guardian work phone number (_____) _____ Home phone number (_____) _____
Other emergency contact person _____ Phone number (_____) _____

Signature of Parent/Guardian _____
Relationship to Student _____ Date _____

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