Hello students. Professor Crunch here, with your class notes from Table Topic 70.

In this episode, we focused on Hit Points and AC, and also briefly touched on Saving Throws. As our discussion was full of conversation and tangents, I wanted to sum up a few things for you.

Armor Class, or AC, is mechanically the target number to meet or beat with your d20 roll and added modifiers. This number is the target of melee, ranged, or magic attack rolls. When it comes to narration, however, AC can mean many different things.

It could mean:
-your skill at dodging out of the way of an attack
-absorbing an attack and continuing the fight
-some sort of magical intervention or protection
-deflecting the blow with your weapon
-avoiding the attack due to the help of an ally
-the functionality of your armor

In some cases, this narrative definition is up to the GM, and in others it is up to the player. A player might have a great description as to how she avoids an attack, or a GM might blend this flavor into his narration as he describes what his monsters are doing.

There's no right answer as to what AC really means. Some editions lean more one way than another, but the meaning is best defined by the players and GM based on what's happening in the game. Your meaning does not have to be static. It can change to match the events in the game. Sometimes, the most dramatic or entertaining definition is best.

Unless there is a specific game rule that dictates how AC is supposed to work in a given situation, there's not a wrong answer.

Hit Points (HP) are, mechanically, the amount of damage a PC can take before being removed from the game. From a functional standpoint, HP typically represents either endurance or bodily harm.

In 5E, HP is intended to be endurance. Taking damage from a weapon or spell represents a character being worn down or exhausted. The attack that takes a character below zero is considered to be the one attack that counts as doing physical damage. Healing and recovery in this system is typically described as a PC resting, refocusing, or summoning up the inner strength to continue fighting. Magical healing is less common in this system, and all classes have a way to recover HP on their own, thus the need to define it in this way.

In previous editions, HP are more along the lines of health points, and damage is typically considered to be "real", with each blow causing bodily harm to the character. In these games,

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