

Dungeons & Dragons Rules

Character Creation

Please use the following rules when creating your character.

Ability Scores

Use *Point Buy* or *Standard Array* to determine your ability scores, random rolls are not allowed.

Alignments

As evil alignments are most often used for enemies and most stories benefit from non-evil heroes, please choose a good or neutral alignment for your character. If you wish to play a character with an evil alignment, make sure that this character would want to work with the party without hindering them and discuss with the DM.

Languages

When you may choose a [language \[PHB 123\]](#) for your character, choose one from the *Standard Languages* table, unless differently specified by the feature providing the language. If you wish to choose a language from the *Exotic Languages* table, provide a reason on why your character would know this language and discuss with the DM.

Sources

Anything from the following sources is allowed for use:

- Player Handbook [PHB]
- Dungeon Master Guide [DMG]
- Xanathar's Guide to Everything [XGtE]
- Tasha's Cauldron of Everything [TCoE]

If you wish to use content from different sources, ask the DM for permission.

Session Planning

Please respect the following rules in order to keep the session planning pleasant for everybody taking part in the game, as they all attempt to reserve time to play in their schedules:

- When asked to fill in a form (Doodle for example) concerning planning, please fill in the form as soon as possible.
- Planning forms will be closed after 7 days, your vote will not be taken into consideration if you did not submit the form.
- Once a session has been planned, it will continue unless multiple players cancel. If you have to cancel due to force majeure (sickness, for example), exceptions can be made.

Game Rules

The following rules are custom/variant rules that will be used during the game.

Bonus Action as Action

You can use your *action* to perform a second *bonus action* during your turn. However, you cannot perform the same *bonus action* twice on your turn.

Brutal Critical

When you deal a critical hit to a creature, the damage you inflict is the max value of all your damage dice + rolling the dice once + any other modifiers, instead of rolling all dice twice. Note that other creatures also benefit from this rule.

Countering a Spell

When using your reaction to identify a spell, you may use the same reaction to cast *Counterspell* if you wish to do so.

Equipment Sizes [PHB 144]

Some items are made for specific kinds of creatures. An orc would not be able to easily fit a breastplate made for a gnome, for example. Sometimes these items could be taken to a professional artisan who can make the needed alterations to the item.

Knocking a Creature Unconscious

When reducing a creature's hit points to 0 with a melee attack, you can choose to knock the creature unconscious instead of killing it. In order to do this the performed attack must be able to create this result. You must also be able to explain how you do this (this explanation doesn't need to be complex, but creativity can be rewarded. One could, for example, hit a creature with the blunt side of their sword on the final blow).

Mixing Potions [DMG 140]

Mixing potions can be very dangerous. When under the effects of multiple potions, side effects will occur, potentially unpleasant ones. (Custom *Potion Miscibility* table may apply)

More Difficult Identifications [DMG 136]

The properties of a magic item can't be identified by spending a short rest with it, one must spend time experimenting with the item or use other means like the *Identify* spell.

Risky Stabilization

When performing a *Wisdom (Medicine)* check to stabilize a creature, the creature gains 1 death save failure when the check fails.

Scrolls for Everyone

Any creature who can read the language of a *spell scroll* can attempt to cast it, not only casters. If the spell on the scroll is part of your spell list and of a level you can cast, you can activate the scroll without issue. If the spell is not on your spell list or of a level which you cannot cast, you must succeed on a *DC 10 + spell level Intelligence (Arcana)* check in order to activate the scroll successfully.

Scroll Mishaps [DMG 140]

When the activations of a *spell scroll* fails, a mishap may occur if the activator fails a *DC 10 Intelligence saving throw*. (Custom *Scroll Mishap* table may apply)

Supportive Actions

In order to perform a supportive action (*Help Action, Bardic Inspiration, Flash of Genius, ...*) you must be able to describe how you perform this. This must not always be a complex explanation (but creativity could be rewarded), Bardic Inspiration can simply consist out of some inspiring words... or you can use a help action as someone tries to breach a locked door by simply helping them push.

Using a Potion

You can drink a potion as a bonus action, or administer it to a willing creature as an action.