

# House Rules

## GAMEPLAY RULES

- During combat, we will be using a d100 crit table, and all crits will be confirmed (re-check attack roll if applicable, if fails on a critical hit or hits on a fumble, attack hits/fails regularly)
- Any die roll of 1 on a healing spell/ability may be rerolled once
- Characters start with 0 Hero Points. Hero points will be awarded for roleplaying (a la Inspiration in DnD), and may be used to gain +6 on any roll
- Combat turns have a time limit of one minute (real time) under regular circumstances, and then the turn is skipped

## COURTESY 'RULES'

- The table will have a tablet with the Player's Handbook to consult. Otherwise, try to keep device use to a minimum
- Have a decent understanding of how your character's abilities operate. It speeds things up for everyone

## WHAT TO BRING

- Completed Character Sheet (to the best of your ability)
- Dice, if you have any
- Paper & Pen/pencil

## POTPOURRI

- Since we're using git for our document sync, don't forget to push your code (winky face)
- You might need to update your character sheet frequently. I recommend either using pencil or some sort of plastic sheathe/laminate and wet erase markers if you like effort
- **Navigate** will function as a 0-level spell. If you are creating a caster and interested in having it, you're welcome to, but please consult with me first. Details will be in another document.