

OOO rules

1. Must have a working microphone and be willing to speak. DnD is an RP focused game and we need to hear your wonderful voice.
2. Must have tabletop simulator on steam. That is the medium I use for all of my DnD games.
3. MUST be able to attend 95% of sessions. Think carefully on if you can make the time commitment. It allows us all to have more fun when we have a consistent group.
4. No meme/joke characters. While we are here to have fun i do intend to RP things seriously

IC rules

1. NO ERP, Its just not an area I enjoy dealing with. You're free to try "flirting" here and there but it will not lead to any romantic moments or even a "fade to black"
2. Dont be a dick. Self-explanatory, If you're a disruptive influence to the game I reserve the right to ask you to leave.
3. PVP is STRONGLY discouraged. You're all a team and the game does not really work if you're not able to work as a team.

Homebrew rules

I generally try to stick to RAW as much as possible but I have altered certain rules and added some of my own. Monsters and NPCs are also subject to these rules.

1. I allow the "Cleaving" optional rule
2. No characters that can fly at 1st level
3. No Mystics
4. I do NOT use "flanking" rules.
5. Homebrew/UA content must be reviewed by me first.

6. Hitpoints are rolled on level up. I allow you to reroll 1s.
7. Stealthing in combat requires you to become “heavily obscured”
8. Monsters with the “undead fortitude” ability will instead roll their CON save at the start of their turn instead of immediately when they drop to 0 hit points.
9. I do not treat “Insight” rolls as a lie detector. I treat them as how well you read their body language, speech patterns or how well you work through a lie they might be trying to tell.
10. Try to keep powergaming to a minimum. While I completely understand wanting to have a strong character, if you’re looking up “Most broken feats” or “Top 10 wizard builds” it can make it really hard for me to provide satisfying encounters that aren't a cakewalk.
11. If you want to use the “Help” action I require you have proficiency in the skill you are trying to help with.
12. Ability checks can generally only be attempted once. As an example if you walk into a room and want to search for a hidden door I will only allow one investigation check to be made.
13. My games always use point-buy to allocate stats