

D&D Charly's House Rules

Character Creation.

1. **Materials and Resources:** *If it comes from an official D&D Book it is fair game, with a few notable exceptions that will be listed later. On that note, Homebrew and Unearthed Arcana can also be used, but only after DM's approval.*
2. **Races:** *There are 3 restrictions when it comes to races.*
 - a. *Depending on the setting the game takes place in, some races might not be available to play, since it depends from setting to setting and from group to group this potential restriction will be discussed during Session 0.*
 - b. *No Races with "permanent" Flying Speed: Stuff like Aarakocras, Owlins, Winged Tieflings, etc. are out. Races with limited flying speed, like Aasimar Radiant Soul, are okay, although some options might need DM's approval.*
 - c. *Races that give you a free feat at level 1: Stuff like Variant Human, and Tasha's Costume Lineage are out, this also applies to homebrew and UA races.*
3. **Stats*:** *We will be using point buy for stats and there are 2 options:*
 - a. *Normal point buy.*
 - b. *You may boost one of your ability scores to 16 before adding racial, feat, and trait bonuses, but if you do one of your ability scores must be a 6 or a 7, or two of your abilities must be an 8 or a 9, after adding racial, feat, and trait bonuses.*
4. **Alignment:** *I don't like to use alignment as this strict guideline to control character development or actions. However, there is one restriction that I do have when it comes to "Alignment" and that is No Evil Characters, what I mean by this are characters that would take actions or behaviors with the purpose of hindering, hurting, or just causing an unpleasant reaction from the group. I am aware that there is a way that an Evil Character can be made enjoyable, but for the most part, I would suggest people just steer clear from creating Evil Characters.*
5. **Starting Gold and Equipment*:** *You may choose between Starting Gold or Starting Equipment, but you can't have both.*
6. **Feats:** *You start with 1 feat at level 1.*
7. **Multi Classing:** *Totally okay, as long as you follow the Character Creation Rules.*
8. **Things to Avoid:** *This is not meant to be a rule that needs to be followed to the letter, but I do want to let people know that to make the adventure and the experience more enjoyable not only for themselves but for everyone involved, I recommend staying away from the typical player and character taboos like:
Murderhobos, Kleptomaniacs, Lone Wolves, Main Character Syndrome, That player*

that gets frustrated when bad stuff happens to its character, The player that only communicates their discomfort with passive aggressiveness, The Creepy Player, The character on the Stupid Spectrum of the alignment (Lawful Stupid, Chaotic Stupid, Neutral Stupid, etc.), Excessive Metagaming, Rules Layers, etc. Honestly, too many to list, but I hope that I get my point across.

General Rules.

1. **Skill Checks:** *If a task presents itself that various characters can do, you may only do it collectively twice.*
2. **Help Action:** *On ability checks, you may only offer help if you cover the following criteria:*
 - a. *If it's reasonable enough for your character to have the skills or knowledge to make the task easier.*
 - b. *If you have proficiency in the corresponding ability or tool.*
 - c. *And if you can give a description and proper explanation of how your character would perform the Help Action.*
3. **Religion:** *Similarly to how Intimidation is allowed to be used with Strength, I allow Religion to be used with Wisdom.*
4. **No Rolls out of nowhere.**
5. **Leveling Up:** *I use milestone-based leveling.*
6. **HP on a Level Up*:** *There are 2 options for this, but as a group, during session 0 we will decide which one we will stick with for the rest of the campaign, it's either one or the other:*
 - a. *Roll for HP and re-roll 1s.*
 - b. *Take average.*
7. **Spell Points*:** *If anyone wants to give it a try, you can choose to use spell points instead of normal spell slots for your casting character (recommended for Sorcerers), just let me know beforehand if this is the option you are going for, and this options individual, no one will be forced to use spell point just because a majority decided to use them.*
8. **Item Prices:** *When getting items for your character during character creation you may use the prices listed in the books, after that, and during the actual campaign, the prices of all items might be subject to change depending on the setting, settlement, vendor, etc. And when it comes to the price of Magic Items and their availability I base them on the prices listed in this site <https://5emagic.shop/>.*
9. **Crafting and Research:** *If a character wants to spend some time creating an item, brewing a potion, researching a spell, etc. Instead of using the normal day/week system shown in XGE, I like to convert all of that into hours, so 1 day = 8 hours, 1 week =*

56 hours, etc, there are several options players can use to work and spend time in their craft until the product is completed.

- a. For every Short Rest, the character can spend 1 hour of Work.
- b. Every Long Rest a player can spend some Working Hours while they wait for their companions to wake up or change watch shifts, however, if a character chooses to work on their craft or do some research during a watch, they can't actively participate in looking out for threats.
- c. During Down Time I will ask for a corresponding check to determine how many hours of progress your character will make during the day, and it has the possibility of reducing the working hours significantly.
- d. If the character is being assisted by a mentor, teacher, sage, or simply someone more knowledgeable than the characters in their task, it will double the efficiency of the progress.

10. Charisma Checks on NPCs: If a character wants to get some form of additional benefit from an NPC they are interacting with, a single "successful" unrequested Charisma Check won't make it happen, similarly NPCs won't accept ludicrous or ridiculous requests no matter how high the roll was. To get possible better results with NPCs characters are encouraged to learn more about their desires, beliefs, and motivations by interacting and RPing with them since saying the right thing can be very beneficial, and avoiding the wrong thing to say can save the interaction from turning detrimental.

For a more detailed and possibly shorter explanation of how it would, in theory, play out, I recommend this video: <https://youtu.be/4tFyuk4-uDQ?si=FKSB5T7SAmYPypv9>

11. Casting a Spell in a Social Interaction or a Social Setting: In a social context and while interacting with other people the group is not in direct conflict or combat, casting a spell to do anything could be considered at worst a malicious act, and at best a suspicious act, even if that spell was just a cantrip to make the social interaction easier. If the group or the character still decides to cast a spell discreetly to aid in the middle of a social interaction, that has either Verbal or Somatic components, they must succeed on a Stealth or Deception Check, against the creature's Passive Perception or Passive Insight.

12. Traveling: The way I manage Traveling in my games to try and simplify it is as follows

<i>Speed</i>	<i>Distance per Hour</i>	<i>Stealth</i>	<i>Exploration Checks</i>	<i>Look Out Checks</i>
Slow	2 mi	Yes	Advantage	Advantage
Normal	3 mi	No	Normal	Normal

Fast	4 mi	No	Disadvantage	Disadvantage
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13. Luck Points: *This is a system that I use instead of inspiration. Basically, when a player does an action that would normally award inspiration, I would instead award somewhere between 2 to 5 Luck Points at the end of the session to that player.*

Inspiration can be used in 2 ways:

- a. Increase or Decrease an attack roll, ability check, or saving throw on a 1 to 1 basis. (If you want to increase your attack roll by 2 you will need to pay 2 luck points).*
- b. Increase or Decrease an attack roll, ability check, or saving throw from someone else (Another Character, Ally, or Enemy) on a 2 to 1 basis. (If you want to reduce the attack roll of an enemy by 2, you will need to pay 4 luck points).*

Luck Point Details:

- a. You can horde Luck Points, they don't disappear at the end of the session.*
- b. You can pool your luck points with other players.*
- c. Luck Points don't refresh at the start of every session, once luck points are spent they are gone until you are awarded more.*
- d. Luck points cannot be used on Death Saves, Healing, Damage, etc. Pretty much they can't be used for anything other than Ability Checks, Attack Rolls, and Saving Throws.*
- e. Luck points cannot prevent a Crit Fail or a Crit Success on attack rolls, since they are the only rolls to have Crit Fails and Successes. On the other hand, enough Luck Points can turn a natural 1 on a save or an ability check into a success, and vice versa.*

Skill Challenges.

When a task or a situation presents itself that would be reasonably hard to complete that doesn't necessarily require a combat encounter I like to use Skill Challenges. Explained in a way in this video: <https://youtu.be/GvOeqDpkBm8?si=GhHy6G6mrAApVCa0>.

There is only one alteration I make for this format, once an ability check is used to make a success or a failure, it can only be used again after 2 turns, even if it is performed by a different character. This will be explained more in detail in Session 0.

At the same time, if the group as a whole doesn't seem interested in using Skill Challenges we can agree with using them or not during session 0.

Combat.

1. **Crit Success on attack rolls:** *Instead of double the dice, I like to do one set of dice Max damage, and roll for the extra. (Example: One-handed Longsword attack does 1d8+STR damage, and on a crit, it does 8+1d8+Str Damage).*
2. **Crit Fails on a save*:** *If a character or creature rolls a nat 1 on a save we treat it like a normal crit (If you roll a 1 on your dex save against burning hands, instead of 3d6, you receive 6d6).*
3. **Hexagon grid*:** *I like to use them in my maps (Because hexagons are bestagons). But this is optional if a majority prefers square grids.*
4. **Flanking and the helping action:** *To potentially give the Help Action a little more use, Flanking in my games only gives you +2 to your attack rolls.*
5. **Secret Death Saves:** *To create more tension during combat and to incentivize players to bring their party members back from being unconscious, I ask my players to roll their death saving throws in secret from the other players, and not reveal the results.*
6. **Potions of Healing:** *Potions of healing are the only type of potions that can be consumed with a bonus action. During combat, if you use your action to consume a healing potion you will heal the maximum amount of the corresponding potion (This Bonus is only available during Combat).*
7. **Coyote Time:** *If a creature were to fall 10 or more feet, due to being pushed by a cliff, triggering a trap or something similar, instead of falling instantly they will enter Coyote Time, which means that their speed will become 0, and they have until the end of their next turn or current turn (whichever comes first) to prevent the fall, this means using actions or bonus actions to do something during their turn or possibly another party member trying to help them out get up before they fall. Best explained in this video.
<https://youtube.com/shorts/5FiThfhnPIs?si=26c68U9UGlFG1S8i>*
8. **AOE Legendary Attack*:** *It's just an idea that I saw and thought it was cool, so I want to share it to see if the group would be interested in using it.
https://youtu.be/P6nIsdMGZLo?si=E_a4Jp8xVcl4ktCU*

Common Rules confusions and how I rule them.

Given how poorly worded some Rules, Feats, Spells, etc. in D&D 5E. There are a few rules that confuse players and GMs so to address the ones that in my experience have appeared the most:

1. **Only willing movement triggers attacks of opportunity:** Things like Thorn whip, Pushing attack, Thunderwave, or anything that does not cause willing movement

don't provoke an attack of opportunity, however, something like Dissonant Whispers does cause the affected creature to take attacks of opportunity.

2. **Invisibility does not cause attacks of opportunity:** according to the way that opportunity attacks are written it mentions that you must be able to see a creature to be able to trigger an attack of opportunity, hence if a creature is invisible then it can't provoke attacks of opportunity. The only way an invisible creature would provoke attacks of opportunity is with blindsight or another feature that would produce a similar effect.
3. **You don't become undetectable or untargetable when invisible until you use your action to hide:** Unless a feature specifies that once invisible you can't be tracked, creatures can still target you until you take the Stealth Action and surpass the creatures' Passive Perception.
4. **Pass without Trace does not make you invisible:** If you cast pass without a trace in the open, people will still be visible, since it doesn't hide you from the targets unless you take an action to hide and you have somewhere to hide.
5. **Spirit Guardians Damage:** Spirit Guardians do not deal damage the moment it is cast, While it technically says that the moment an enemy enters the area it takes damage, however, I have done research on it and most people agree that Spirit Guardians only deal Damage at the beginning of a creature's turn, or when they enter, aka forced into the area or it moves into the area.
6. **Magic Missile and Concentration Checks:** It seems like the consensus is that Magic Missile triggers a Concentration Check with every missile, however, most groups that I run seem to prefer that magic missile only triggers one concentration check even if it is from multiple missiles since all missiles hit "simultaneously", on this one is on a group to group basis, so I will refer to the group to consider how to rule it in the future.

Conduct.

1. **No Bigotry:** I am trying to maintain a safe and accepting environment for my games because we are all here to have fun, and attitudes, actions, and even comments of this nature when referring to other players will not be tolerated.
2. **Leave your NSFW preferences out of my table:** Self explanatory, and we are here to play a game, not to be present on someone else's fantasy.
3. **Respect each other:** Now it shouldn't be said honestly, but experience has taught me that it must be repeated, do not make jokes, comments, or any other kind of similar interactions at other players' expense.

4. **Respect other player's decisions:** Sometimes, players take actions or decisions in the game (especially in combat) that are not “optimal”, and given the nature of online games, some players will be more experienced than others, but no matter the experience, do not try to correct other players, or offer unsolicited advice when a player takes an action that while not “optimal” just shows how his character will react. Only offer advice if the player in question asks for it, or if they establish at the beginning of the game or session 0 that they welcome advice.