# GENERAL RULES

Welcome to Discord5E!

We have the following rules in-place to insure everyone has a good time. These may be updated from time to time, where you will be informed by a notification in this channel.

**WARNING: This is an 18+ chatroom. We DO NOT enforce age restrictions, but we are also not responsible for the darker or more mature themes that may occur!**

**1. Respect other players.**
Your character does not have to like everyone, but you, the player, must be respectful. In addition, if your character offends or makes another player uncomfortable, we ask that you tone it down. It's all for fun after all!

If you're uncomfortable with an event or a situation that happened (such as the use of *charm person*, PvP, or a player death), speak up in #ooc_debrief! Although we do try our best to accommodate your wishes, things DO happen. We cannot always twist the world to help you feel better, especially if other players are involved.

**2. Respect the DMs.**
DMs are the equivalent of moderators in other chatrooms. When we ask you to stop doing something, please do it!

3. **Keep the roleplay safe for work (SFW).**
Although the server is an 18+ chatroom, we would like for all NSFW content and roleplay to go in PMs.

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# DESCRIPTION

Discord5E is a tabletop roleplaying game server running the Dungeons and Dragons: 5th Edition system. Here, you take control and play as a character in a living, breathing world, with real people and real consequences to your actions.

You are joined by other players called PCs (player characters) who you can socialize and bond with around the server. Having lots of friends to call upon is invaluable when faced up against a horrendous beholder or an owlbear or an Ancient Red Dragon.

As for a "purpose" or a "goal", there is no truly defined goal in this game. YOU set your own goal. Whether you want to pursue your father's lost sword that was lost decades ago, explore the lost catacombs of a strange, faraway land, or simply help others on their quests, it is entirely your decision. **If anything, the goal of this server is to have fun.**

So dive in. An entirely new world awaits your arrival.

# CHANNELS

We have several different channels for a plethora of different uses. You can find a summary of each channel's function below or in the channel description for each one.

#welcome - Summarizes the entire server and includes announcements, rule changes, tips, and guidelines.

#log_downtime - Keeps track of downtime activities, described more under "Downtime".
#log_players - Records player experience points, loot, downtime, inspiration, and more.
#log_notice_board - Lists any active quests, calls for help, applications, reports, and more.

#ooc_general - The general OOC chat for Discord5E.
#ooc_specific - The secondary OOC chat, used for combat, questions, as well as debriefing.
#ooc_request - The char for asking the DM's questions. If you want your character to buy some new equipment or use downtime, tag @DM here and explain what you need.
#ooc_debrief - The chat for serious IRL issues. If you want to discuss difficult things happening in your life, or just need some sympathy, post here.
#ooc_spoilers - The chat for discussing new TV shows, web series, or movies without fear of revealing spoilers.
#ooc_foraging - The chat for foraging. Make all your foraging rolls here.

#bd_guild - Serves as the main message board for the Silver Guardians
#bd_jobs - Hosts open jobs that have been posted in the guildhouse and the inn.
#bd_message - Displays notices and public messages for all of Silverkeep.

#rp_guildhouse - Location: Silver Guardians Guildhouse, complete with a dining hall and lodging.
#rp_enchanter - Location: enchanter within the guildhouse, a room with reinforced walls to contain wild magical energies
#rp_inn - Location: The Golden Goose Inn, a small, but quite comfortable tavern.
#rp_town - Location: Silverkeep Village, a modest farming village at the edge of the Summerdawn forest.
#rp_outskirts - Location: The outskirts of town, where the Lake, the Farms, the Duel Stadium, and more are found.
#rp_wilderness - Location: Used to indicate the immediate forests, mountains, and terrain surrounding Silverkeep.
#rp_message - Used for secret messages such as rings of telepathy, the message cantrip, sending, and more.
#rp_faewild - Used for secret rp for characters/events hidden away in the feywild

#rp_extra1 to #rp_extra5 - Used for other locations that don't have their own channel already, or as overflow.

#dice_bot - Dedicated for testing out commands and macros (deleted comments disabled).

There may be additional channels besides those listed above, such as #sramut and #tp_dragonrider. These rooms are unrelated to the main server, and instead are DMs or players playtesting or experimenting in other things.

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# CHARACTER CREATION

**1. Build a Dungeons and Dragons: 5th Edition character.**
Current Minimum XP: 85000 XP (11th level)
You can build your own or use a premade, both work. You can either build it online on sites such as Mythweavers or http://www.dicecloud.com/, or write/fill it out on a PDF and then upload it to your Dropbox or Google Drive.

You can either roll for stats (ask a DM to set that up), or use point buy rules in the Player's Handbook, starting with 30 instead of 27. Your character starts with 500 gold pieces, plus an additional 1d10x25 (again, ask a DM to help you roll). You also start with all the normal starting equipment for your class and background.

**NOTE:** If you build your character on http://www.dicecloud.com/, you'll gain an Weapon of +1 (or an alternate *uncommon* magic item) along with your character!

**2. PM your sheet to a DM to get it approved.**
If you are using DiceCloud, simply open up your options in the top right-hand corner, click Share, then next to "Who can see this character:", click the dropdown box and select "Anyone with link". Then, PM the link to your character to a DM.

**3. Join the game!**
Once your sheet is approved, post your character entering #rp_town and start your adventure!

**4. Re-spec your character.**
If you later find that your character isn't quite what you expected, everyone is allowed to re-spec their character (recreate and reallocate abilities, classes, attributes, etc.) for free once! You keep all levels, but you cannot choose different equipment (or the starting gold variant), nor can you change your base stats. You can shuffle them around, however. After that you can dedicate 10 days of downtime retraining your character, at the end of which they can respec.

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# PLAYER ABILITIES

The DMs here at Discord5E highly value our players' maturity, creativity, and judgement when it comes to roleplaying. In addition to the abilities on your character sheet, you also have the ones

listed below.

<u>Do keep in mind the rules of the server or your abilities may be taken away!</u>

**1. You can always make an ability check, attack roll, or saving throw at any time when a DM is not present.**
Players are given free reign to roll virtually anything they'd like, for any reason.

If you want to investigate that odd stain on the tavern table, go ahead.. If you play a shy character and want to make a saving throw to see if you're frightened, go ahead. If you want to punch or playfully slap someone on the back, go ahead.

As a rule of thumb, when rolling skill checks against players, keep in mind active and passive checks. An active check is an intentional action by your character, where a passive one is something your character notices or does automatically. For example, telling a lie is an active Charisma (Deception) check, where hiding your feelings is a passive Charisma (Deception) check.

Always compare active-to-active or active-to-passive, never passive-to-passive (as those are too predictable).

**\*\*\*IMPORTANT:\*\*\*** When a DM <u>IS</u> present such as running an encounter or a quest, many DMs require you to **<u>ASK FIRST</u>** and declare **<u>WHAT</u>** you are rolling for before doing so.

**2. You can bring in minor story elements, NPCs, or small encounters without DM permission.**
This server is all about having fun. If you have an element or an idea that'll make the game more fun or dramatic for everyone, go ahead! The most common use this has is NPCs, such as an old friend from a character's past making a grand appearance and bringing some shocking news.

Of course, you cannot use this to give yourself items, loot, or an advantage, and you must be very careful to not spoil the story for everyone else. A DM may retcon your material if he/she finds it violates any of the rules.

**\*\*\*IMPORTANT:\*\*\*** If you have **<u>MAJOR</u>** story elements or NPCs, please clear it with a DM first however before executing it in the server.

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# SYSTEM CHANGES

As mentioned above, Discord5E is running the Dungeons and Dragons: 5th Edition system for all of its roleplay and combat. Except for the exceptions mentioned below, the DMs will rule it as closely as possible to the written text.

- **Ability Checks (pg. 178 - 180).** Charisma (Persuasion) and Charisma (Intimidation) checks cannot be made against other players to persuade them to do something. Players are free to take the check in mind, but he/she is not obliged or forced to. You can only persuade other players through roleplay.

- **Combat (PHB pg. 198 - 198).** See Combat below.
- **Downtime Activities (PHB pg. 186-187).** In addition to your adventuring, you can perform a downtime activity in the background. <u>One day of downtime is equal to one real-life day.</u> You do not need to roleplay your downtime activity while you are doing it, and can run the timer even when your character is sleeping, performing other tasks or on a main quest. You can only perform one downtime activity at a time.

  The following downtime options have also been added and is available for use in Discord5E from the Dungeon Master Guide: <u>Building a Stronghold</u> (Stronghold Homebrew) <u>Carousing</u> (DMG 128), Running A Business (DMG 129), <u>Sowing Rumors</u> (DMG 130), and <u>Foraging</u> (Herbalism & Alchemy supplement 1.2)

  In addition, the following changes/clarifications have been made:
  - **Carousing.** You must carouse for at at least 5 days to gain this benefit, thus spending 20 GP in total.
  - **Practicing a Profession.** You gain a number of coins a day equal to your Lifestyle Expenses. For instance, if you worked for a modest lifestyle (1 GP a day) for 5 downtime days, you would gain 5 GP instead.
  - **Researching.** Studying a topic takes 1 day. After the end of your downtime, you make a relevant check, such as Intelligence (Arcana), Intelligence (History), or Intelligence (Nature). Based on your check, your DM will divulge an amount of information.
  - **Training.** It takes 10 days to learn a new language or become proficient with a type of armor, weapon, tool, or skill. You must know someone proficient in it to teach or train you. For every armor, weapon, or skill proficiency you learn after that, the time doubles for that type of proficiency. Learning a new tool or language will always take 10 days.
  - **Foraging.** Characters can forage in nearby wilderness areas to look for potion ingredients. To find the foraging rules, type "!rules forage" into the foraging channel, or see the Homebrew folder.
- **Food, Drink, and Lodging (PHB pg. 158).** You do not have to pay for food, lodging, or drinks, as it would punish those players who play more. Roleplaying it is perfectly acceptable however.
- **Perception (Hearing).** Sometimes it's hard to determine whether or not you hear something. Your normal listening range is 60 feet, and your maximum listening range is 240. When listening to a conversation beyond normal range or through objects (such as a door or a floor) you have disadvantage. You cannot listen into a conversation beyond your long range. You can only attempt to listen to a conversation once.
      - You can attempt to listen to a loud sound or yelling with a DC 5 Wisdom (Perception) check. A PP of 5 or higher automatically succeeds.
      - You can attempt to listen to a sound or a conversation at normal volume with a DC 10 Wisdom (Perception) check.
      - You can attempt to listen to a muffled sound or a hushed conversation with a DC 15 Wisdom (Perception) check.
      - You can attempt to listen to a quiet sound or a whispered conversation with a DC 20 Wisdom (Perception) check.
- **Resting (PHB pg. 185).** Rests are measured in real time. A short rest must be at least 1 real-life hour, and a long rest must be at least 8 real life hours. Your character does not need

to roleplay sleeping or resting during this time. As long as your character is not fighting or roleplaying extraneous activity, you are considered to be resting.

- ○ The only exception to this rule is when a DM is present and running an encounter. During large quests or travel, your DM may allow you to rest without waiting the full real time.
- **Spellcasting (PHB pg. 202 - 203).** Ritual spells take 10 real-life minutes to cast without spell slots. Spells cast outside of combat last a number of minutes or hours equal to a number of minutes or hours that passes in real time. Spells cast outside of combat also have a minimum duration of 30 real-life minutes before it ends. See Time below.
- **Time (PHB pg. 181).** Time passes in-game at the exact same rate as it does out-of-game. 5 real life minutes passing is equivalent to 5 in-game minutes passing as well. There are no time skips. The only exception to this rule is when time is slowed down (ex. combat) and when time is sped up (ex. traveling).

  When time is slowed down, in-game, the characters continue their activities for the missing period of time. For instance, if a duel between players that ends in-game in 1 minute took 30 minutes out-of-game, the players are assumed to duel for another 29 minutes after their initial one. This does not apply during a DM run quest or encounter. In those situations the flow of time is a DMs discretion.

  When time is sped up, it corrects itself at the soonest possible opportunity. If you travel from afternoon until sundown (when it is afternoon out-of-game), you continue roleplaying it as sundown/night until it is sundown/night out-of-game, where it then resorts back to schedule.

  Discord5E uses PST/PDT standard time for the time in the server.
- **Traveling (PHB pg. 181 - 182).** While traveling you can choose to take a Short Rest as your traveling activity. If you do this you are not focused on watching for danger and therefore don't contribute your passive Wisdom (Perception) scores to the group's chance of noticing hidden threats, nor can you engage in other traveling activities like navigating, tracking, or drawing a map.

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# ADDITIONAL ACTIONS

The following combat option(s) has been added and is available for use in Discord5E, including these from the Dungeon Master Guide: Climb Onto A Bigger Creature* (DMG pg. 271), Disarm (DMG pg. 271), Overrun (DMG pg. 272), Shove Aside (DMG pg. 272), Tumble (DMG pg. 272)

**Climbing onto a Bigger Creature**
If your character has a method of getting onto a bigger creature other than climbing, such as flying or teleportation, you are able to get onto the larger creature without spending an action. You must still make all necessary checks, and all other rules still apply.

**Insight**

You can examine a creature to try to understand its emotions or its next immediate course of action. As an action or a bonus action, make a Wisdom (Insight) check contested by the target's passive Charisma (Deception) score, or an active Charisma (Deception) check, if the creature is actively lying. A creature can choose to fail this Charisma (Deception) check if it wishes.

On a success, you learn about the target's mood or intentions from their current demeanor and body language. Alternatively, you can learn about the target's readied action, either what the prepared action itself is, or the trigger.

# COMBAT

Due to the nature of text, combat runs a bit differently than it would in a normal TTRPG game. Since text is much slower than voice, we made the following changes to how it operates here.

- **When it is the players' turn, they make their roleplay post, noting their target as well as any abilities used in double parentheses.** Below is an example of a good roleplay post.

  *Akra charges forward with a howl, driving her rapier down into Orc2 and attempting to pierce him through his skull twice! She then takes a breather, recollecting her energy for the long fight ahead. ((Extra Attack, Second Wind))*

- **Combat is done on Roll20 or mapped out by a GM.** In some simple battles, a map will not be used and the DM will tell you the distances instead.
- **Roll to-hit AND damage, as well as any other relevant dice.** The DMs will tell you if you hit or not and automatically add the damage. If you wait for us to tell you if you hit or not, it wastes valuable time sitting around doing nothing.

The DMs may ask you to take your OOC chat into another room if it becomes cluttered.

# ADDITIONAL RULES

**Falling**

Once a creature begins falling it falls 500 feet the turn it starts falling, and 1000 feet on each of its subsequent turn until the fall stops.

**Somatic and Material Components**
- A creature that is willing or incapacitated can be bound with rope or manacles. If its hands are bound in this way it can no longer has free hands for the purpose of somatic components.
- A creature with the War Caster feat can perform both somatic and material components, even if it has no free hands.
- Switching between holding an object with one or two hands is no action required.