**Carriage Rest Tales - House Rules**

1. Have fun - we are here to have fun, after all D&D is a game. If you are not having fun, please let me know. Ideas on things you can tell me:
	1. Include more of X or remove aspects Y from the game.
	2. Random ideas or character elements you want me to build in.
	3. What parts of the game are you liking or what are you not liking?
	4. And as always, if you are not having fun, simply just tell me. There is nothing wrong with stepping away. Maybe D&D is just not for you, maybe the time commitment no longer works within your life…. I will harbor no ill will or hurt feelings if you choose to leave.
2. PG-13 language - occasionally cuss words can be appropriate and timely in an adventure, but no one wants to listen a stream of constant curse words.
3. No Cell phones during sessions – we will have timed breaks
4. Be creative - the rules are more “guidelines.” I love a good story. But keep in mind all good stories involve failure and difficulties to overcome, we can’t all be amazing and perfect, that would be boring.
	1. With that said:
		1. I try to be consistent with “rulings,” but I am not perfect and sometimes what is fine one day I realize would be game breaking the next. Please be patient with me and just “ROLL” with it.
		2. A little arguing on your characters behalf is okay, but ultimately, I **(Mike)** will make the final call and we will just need to move on.
5. Meta Gaming – Know the difference in what you know and what your character knows.
6. Role Playing – RP is great and highly encouraged, but don’t let it hold you back. If you want your character to do something, but you don’t personally know how to do that, no problem we have skill checks for that.
7. Experience tracking – I don’t do experience based leveling. Instead, I do story based leveling. You will gain levels at key points in the story. I also employee a double level approach. So, you are starting at level 2, then will level to 4, then 6, then 8…
8. Rests – I use the Rest variant found in chapter 8 of the DMG
	1. Long Rest – Up to **Mike’s** Discretion, however, typically 1 week stay in a friendly territory.
	2. Short Rest - 8 hours overnight.
		1. No more then 1 short rest can occur in any 24 hours.
9. Nat 20’s – At our table, if you roll a Nat 20 you get your max damage plus your normal roll. For example, if you roll a Nat 20 on a fire bolt (dealing 1d10) you would simply deal **10** + your normal 1d10 roll.
10. Magic Casting – I picture magic like a fire hose with a set amount of water that is going to go out, meaning if you want to cast that fireball in a broom closet, chances are everyone including yourself is getting hit. AKA you can’t center AOE spells inside a wall so only a little bit of the spell hits an opponent.
11. Magic Casting part 2 – I do not require material components, but I will require Verbal and Somatic parts of spells to cast.
	1. I don’t require material components; however, I would highly recommend role playing needing them. I did that with a bard character once and it is a lot of fun to think about where he was going to get materials and how he will adapt when he does not have them.
12. Magic Casting part 3 – If you do not specify beforehand, your spell was cast at the lowest available spell slot.
13. Flanking – grants +2 to hit (using advantage takes away the benefits of certain Class features)
14. Initiative – this does not always mean combat, sometimes I will use initiative to process turn order for other reasons.
15. Help – In some situations you can “Help” an ally with a skill check, to do this you will roll a 1d6 + your modifier. If you want to provide “Help” simply ask if you can, the DM will decide if it is appropriate.
16. Off Hand attack: If you are holding 2 **melee** weapons and take the attack action, you may if you like use your bonus action to make an offhand attack with your non-dominate hand.
	1. To Hit: 1d20 + Dex/Str Mod (you do not get proficiency, unless you have the dueling wielding feat)
	2. Dmg: Straight Damage (you do not get to add your Dex/Str mod, unless you have the dual wielding feat)
17. Potions:
	1. Taking a potion, yourself = Bonus Action or Action
	2. Giving a potion to someone else = Action
* Phases of a Turn (does not have to be done in order):
	+ On your turn:
		- Talking
		- Movement
		- Action
		- Bonus Action
	+ Not on your Turn
		- Reaction (1 per round)
1. Ready Actions – Reaction Attacks:
	1. If you skip your “action phase” on your turn, you can perform a full “attack action” as a “Reaction,” provided you declared your readied attack action ahead of time.
	2. If you used your “action phase” on your turn, you can perform a “reaction attack” as a “Reaction,” provided you declared your readied attack action ahead of time (this is like a quick jab).
		1. To Hit: 1d20 + Prof + (dex or str) mod
		2. Dmg: 1d6 (no mod)
2. Skill Checks – use your Bonus Action slot.