

Session Zero Notes:

Rule Zero: Don't be a jerk.

Rule One: Let them play. Let the other player have his/her turn in play and in the spotlight. No matter what your relationship is in our world. Do not say any variation of 'You're playing your character wrong.', 'Your character wouldn't do that.' or 'You can't do that. It won't work.' Likewise, 'It's just what my character would do.' Can be a good thing, but it is not a valid excuse to break Rule Zero. Let them make their own choices. Exception: If a player asks for help.

If I don't cover something important to you mention it tonight.

Scheduling Our regular schedule is every other Friday at about 6-7pm. Making allowances for food, work and so on. If you are planned to attend, please let I the DM or the group know with as much notice as you are able. If we are down one player, we will generally go forward. If we are down multiple people, we will reschedule usually for the following week.

Experience All awards are for each member of the group equally. If you are behind because you missed a session, You will typically be behind for one session and receive a special award at the end to catch up. If you are behind by multiple levels, see the DM.

Characters:

Legible character sheets for all players at each session. Please know the things about your character that come up in every session; your Attack Bonus, Armor Class, Save DC, ammunition and Hit Points.

All cannon, 5E character lineages (formerly race) including Custom Lineage and Variant Human, classes and subclasses published by Wizards of the Coast in any book are in. Not homebrew not playtest including Unearthed Arcana. Feats are in. Optional rules and setting specific options are at the DMs discretion.

Official material from prior editions may be converted and used with DM approval.

To keep character creation simple and fair; All characters use the standard array 15,14,13,12,10, and 8 before modifiers.

Create a character with a reason to cooperate with the party and go on the adventure. A character can be stubborn or reluctant to go on an adventure or to fight as roleplay but have a motive of some kind to do these things.

Have a backstory of some kind. Remember that your characters' real adventures are just beginning at level one. Do not write a fanfic novel. One paragraph is generally plenty. If you don't know what to do, write (Character Name), is a(n) (Adjective) (Character Class) who wants (Motive).

Alignment is almost always descriptive not restrictive. In extreme cases, such as a Paladin or Cleric possibly losing abilities because of their behavior, it will be called out.

Do not give your character a joke name. If players want to do a humor themed one shot at some point, that's fine, but this is not that game.

Do not name your character after one in literature or popular entertainment. Even an obscure one.

The World:

The Inheritance of Man is a homebrew world and may include things that exist in other familiar settings, but unique elements of other settings or of our world are not guaranteed to exist here.

Money here is generally in gold pieces. For simplicity, costs of less than 1gp. Will either be covered by 1gp. for the whole party, or by inconsequential coins in your pocket.

Roleplaying:

Your character voice or accent must be understandable or translated for everyone. Characterization is encouraged to the degree that you and others playing find fun. Please be polite to others at the table. Every session will begin with

the chance to say something if you're not ready or if there is a problem. Please don't shout over other players, interrupt, or argue unless it really is important.

If you have a reaction to declare, if you have something to say in character, those are part of the game. If you think I'm making a rules mistake, if the toaster oven is on fire and I don't see it, if you have something that truly cannot wait, then speak up of course. Otherwise, please hold that thought for your own turn, or the next break.

Please no PVP. It isn't usually fun for other players. Even if you're playing an evil trope like the blackguard or assassin, your character chose to join the party, and cooperate with these people. Do not attack, steal from, sabotage, or betray anyone here at this table, except me. Treat NPCs however your character would without breaking rule zero. Exceptions: If it is the planned last session of the campaign, or if the other player isn't coming back, it is unlikely to matter. If someone is called out for breaking rule zero, DM permission may be given to PVP.

Combat:

Surprise RAW occurs in the first round of combat before initiative only. The DM decides who is surprised. A surprised character cannot move act or react until the end of the character's first turn, but still rolls initiative. Your friendly DM may allow surprise at other times if the target is unaware of any threat. The errata and Jeremy Crawford, say that being incapacitated does not cause surprise, but I may house rule this situationally.

All dice rolls in the open, readable by the group, and declared before they are rolled. Including the DM.

Usually, a 1 will always fail and a natural 20 will succeed. Exceptions: A 20 may reveal that something is impossible. No matter what the roll or the bonus, some things simply can't work. A natural one will fail, but not generally create a 'critical fumble', but there may be situational exceptions.

Falling may situationally have effects other than falling damage

Item creation:

All casters can make magic items. You must have proficiency with the appropriate tools, and any special materials including specific spells, and must be able to use the item you create. The cost and time will be determined by rarity and materials required. The times and costs in the DMG are usually the maximum required.

Creating New Spells: Your character can pen a new spell for your own class and after creation will become available when you when you could learn or prepare a new spell of its level. For anyone else to learn it uses the usual rules for that class to learn a new spell. Your unique spell is usable by your own class but does not join the class spell list. DM approval on new spells and what they do.

Common rule questions:

Darkvision: Sees darkness as if in dim light, (Not ignoring darkness). *Devil's Sight* a different ability sees normally in darkness including magical darkness.

Mounted Combat: If your mount is uncontrolled, it acts on its turn. If you control it, you use an action to direct it and it reacts. Rider and mount roll their own initiative. For simplicity, a mount using your initiative may be allowed.

Sneak attack: When the rogue has advantage or has an ally adjacent to the target and uses a finesse or a ranged weapon sneak attack applies.

Concentration: Make a Constitution Check (DC = 10 or half the damage taken) to keep concentration when injured. Other effects besides damage may break concentration as well. Concentration is on one thing at a time.

Bonus Actions: Only one on your turn, no matter how many options you have.

Casting with a bonus action: When casting a spell as a bonus action, the only other spell that can be cast on the same turn is a cantrip with a casting time of one action. There is no rule against casting with two actions if you somehow have one.

Counterspell and *Dispel Magic* only affect spells, not other magical effects. Instantaneous effects cannot be dispelled, but *Counterspell* can be used. Spells that are cast unseen can't be counter spelled. *Antimagic Field*, suppresses all magical effects but not other abilities.