

Die Inspired character creation and gameplay rules.

Keep in mind adventurers, we have to abide by very strict copyright laws, though some rules might seem restrictive. They are in place to protect Die Inspired.

Character Creation: All characters will start at level 1 with max HP and inspiration.

- Only Dwarves, Elves, Humans, Halflings, Half-elves, Half-orcs and gnomes are permitted
- The only classes permitted are from the PHB (players handbook)
- Backgrounds must be selected from the PHB
- Equipment must be selected from the PHB
- Spells must be selected from the PHB
- Feats must be selected from the PHB
- Stats must be standard array or 27 point buy
- We will be using background/class starting equipment. Upon creation you are allowed to trade items for others as long as they are of equal value or you can afford the extra cost.
- No alignment restrictions.
- Deities and pantheons are posted on <https://dieinspired.com> you are not restricted to this pantheon. Any Deity or Pantheon can be used under a unique name for copyright purposes
- Your backstory is part of your character. We encourage you to create a back story but they're not required.
- Character names can't be obscene or vulgar.

Small rules changes were carefully considered by die inspired for playability and recording purposes.

Game rules and play style:

- Darkvision is not an option for characters (Dark Elves have 60' dark vision and light sensitivity) Dwarves and elves can see twice as far with a light source. *(Lets make the deep dark places scary again)*
- Flanking grants advantage to both flanking melee combatants. *If it grants you advantage, the enemy knows you're a threat.*
- Without proficiency a knowledge skill check is rolled at disadvantage.
- Inspiration is not a re-roll. It must be declared before the roll.
- Death saves are to be rolled privately. (Unconscious characters can't relay critical information)
- Note passing to the GM is permitted. *We want to afford everyone fair gameplay.*
- Skill check, saves, AC will be announced by the GM. If not announced the (target check) can be requested.
- Natural 1's and 20's are not concrete. (Natural 20 doesn't mean the ancient dragon is going to let you paint it's nails).

Specific April 9th & 10th rules and requests.

- Please don't wear clothing articles with logos or branding.
- Words we would like to avoid and the word to use instead. DM=GM D&D=RPG *think copyright laws*, (Tasha's Hideous Laughter=Hideous laughter)
- No character mini is needed (we have a surprise for you) it's on FB
- Bring two copies of your character sheet. We need a copy for post production.
- Please limit yourself to two sets of dice. We have limited space.
- Be courteous to your fellow crew. Please keep language and role-play respectful.
- Rules questions are permitted,
- The GM is always right
- Phones on silent and put away.

- With fairness considered all dice are to be rolled in the (provided) dice tray please do not touch dice after the roll.
- Any dice roll that is in question (leaner, out of tray, incorrect die) should be declared for the GM to adjudicate. Please don't just re-roll.