



# The Company of the Golden Dragon Homemade Character Creation Rules Guide

Whilst our events come with the option of pre-made characters, understandably, many Adventurers like to play with their own characters.

To make this possible, and keep the games fun and fair, the below rules serve as a guide for anyone looking to make a character within one of our hosted games.

## Edition

At present, The Company of the Golden Dragon plays with Fifth Edition rules for Dungeons and Dragons.

Critical Role additions are also permitted.

## Homebrew

Certain Homebrew modifications are allowed, though this at the discretion of the DM, and should be agreed to before the game. The DM has the right to refuse any homebrew items, races or classes.

## Stats

Stats are to be rolled with 4d6, with the lowest number to be omitted.

## Starting Items

Starting Items are subject to the Level at which the game is played, and the DM will communicate this to any players prior to the event.

For the Caverns and Dragons event, for a Level 15 player, this is up to three attuned items at any stage; however, only one may be a legendary item. The others may be any rarity of very rare and below.

If you do have a legendary item, then only one other item may be Very Rare, with the other below this.

## Multiclassing

Multiclassing is only permitted for one other class, other than the main class.

## Hit Points

Players must roll for hit points at each level, and a 1 may be re-rolled (if the second roll is a 1, then it must be kept).

## Feats

Feats are allowed, with 1 free feat at level 1 also allowed.





By following these rules, we can ensure that all adventurers have a fair and balanced game that provides a fair challenge and opportunity for success.

Please feel free to ask any questions, we are always happy to help.

