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**GROUP WEBSITES**

<http://www.d20play.com>

<http://games.groups.yahoo.com/group/d20play/>

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**GAME TYPES**

**Home Game:** Use the house rules presented here.

**Adventurers League Game:** No house rules, use the rules (and other resources) presented on the Adventurers League Resources Page here:

<http://dnd.wizards.com/articles/events/adventurers-league-resources>

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**COPY OF CHARACTER AND BEING ON TIME**

**PC Copy:** Please email your character to [d20play@yahogroups.com](mailto:d20play@yahogroups.com) at least 24 hours before the start of the game.

**On-Time:** Please arrive on time.

**Bonus:** The previous items improve the game for everyone by allowing the DM to be better prepared and, at the DM's discretion, carry a bonus of the DM's choice for home games.

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**RULES SOURCES - HOME GAME ONLY**

5E D&D Basic Rules, Player's Handbook, and Hoard of the Dragon Queen Appendix A. Unless otherwise noted in these house rules, no optional rules nor alternate versions of existing rules are used.

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**CHARACTER CREATION - HOME GAME ONLY**

**Races:** Variant human trait is allowed

**Classes:** Cleric domain: Suggested for Deity or Life

**Abilities:** Array (15, 14, 13, 12, 10, 8) or Point Buy (27 points; 8=0, 9=1, 10=2, 11=3, 12=4, 13=5, 14=7, 15=9)

**Equipment:** Choose starting equip by class/background or take max gp for class, Can begin play with 1 trinket of your choice.

**Alignment:** Any

**Faction:** Any

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**NEW RULES - HOME GAME ONLY**

**Average Damage:** When determining damage inflicted/healed by weapons, powers, etc., the average (total rounded up [not each die]) can be taken at the option of the attacker/caster. This must be decided before damage is rolled. (e.g. 3d6 average is 11 [3.5+3.5+3.5=10.5 round up to 11]). If you choose to do this, I encourage you to calculate your normal and critical damage for each attack before play or when you are not taking your turn in the first encounter or two, to most speed up play.

**Equipment:** PCs are considered to carry and do not have to purchase or track weight of:

- backpack, pouches, purses, etc.
- mundane light sources
- mundane ammo
- rations and water

PCs do not have to count the weight of loose coins and gems. PCs are assumed to have ritual components (but not foci) if necessary (they just have to spend equal gold).