

## RULES CLARIFICATIONS

---

### Resting

A *Short Rest* is at least one hour in length but less than 8 hours. You can spend one or more **Hit Dice** at the end of a short rest up to your maximum. You add your **Constitution** modifier to the roll result. A *Long Rest* is at least eight hours. At the end of a long rest, you regain all lost hit points. You also regain spent **Hit Dice** up to a number equal to half of the character's total of them. You can't benefit from more than one *Long Rest* in a 24-hour period.

### Darkvision

If an area is dimly lit, it is considered **Lightly Obscured**. This means **Wisdom** (Perception) checks relying on sight have disadvantage. Darkness, or **Heavily Obscured** areas, means the *Blinded Condition* applies. *Darkvision*, which only allows vision in shades of grey, enables darkness to be only lightly obscured. A disadvantage on **Wisdom** (Perception) checks still applies.

### Stealth

In order to sneak or hide, you make a **Dexterity** (Stealth) check. The result is then used by all other creatures as a DC for their **Wisdom** (Perception) checks. *Passive Perception* is 10 + all modifiers that normally apply to a **Wisdom** (Perception) check. However, if their *Passive Perception* is higher than your **Dexterity** check number they can notice you without searching or looking for you. It is also possible for advantage and disadvantage to apply to both the **Dexterity** check, the **Wisdom** check, or the *Passive Perception* check. *Surprise* is determined at the start of combat by comparing these two things unless neither group is trying to sneak.

### Magic Items & Attunement

A majority of magic items require attunement in order to take advantage of them. Typically, attuning to an item requires you to spend a *Short Rest* focused on only that item while being in physical contact with it, e.g. weapon practice, meditation, etc. If the *Short Rest* is interrupted, the attunement fails. As the end of the *Short Rest*, you gain an intuitive understanding of how to activate any magical properties of the item, including any command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Additionally, you can't attune to more than one copy of an item.

Your attunement to an item ends if you no longer satisfy the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end attunement by spending another *Short Rest* focused on the item, unless the item is cursed.

### Movement & Actions

On your turn, you get one **Move** and one **Action** to be done in any order you choose. Attacking is only one **Action** among many that you can do. Attacking always counts as one **Action** regardless of how many attacks you make, e.g. two attacks still count as the one *Attack Action* which in turn counts as your **Action** for that round.

In addition to this one **Action**, you may also get a *Bonus Action*. Bonus actions are only granted by special abilities, spells, or class features. You can only take one *Bonus Action* on your turn. If you're entitled to multiple bonus actions, you must choose which one to use on that turn. If you're prevented from taking an **Action** this includes taking a *Bonus Action*.

Like a *Bonus Action*, certain special abilities, spells, class features or situations allow you to take an action called *Reaction*. This is an instant response to a trigger of some kind. To be clear, in order for it to be a response to a trigger it occurs **after** the trigger finishes or resolves. If you use *Reaction* you can't use it again until your next turn. If it interrupts another's turn, that person or creature continues its turn after the *Reaction*. The two most common uses are **Ready** and an **Opportunity Attack**.

**Opportunity Attacks** are provoked when an enemy you see moves out of your reach. Taking an **Opportunity Attack** uses your *Reaction*. If you have used **Ready** and then take an **Opportunity Attack**, the later reaction isn't triggered. An **Opportunity Attack** is one *melee attack* against the provoking enemy right before they leave your reach (typically 5 feet).

**Ready** counts as one **Action**. If you choose to **Ready** on your turn, you can take no more actions. Put simply, this enables you to act later in the round using a *Reaction*. To be clear, you can only take one *Reaction* per round and **Ready** counts as one **Action**. You must decide ahead of time what the trigger will be and the action you will take. You then take your *Reaction* when the trigger finishes. You can also choose to ignore the trigger. But ignoring the trigger and not taking your *Reaction* doesn't give you back the Action you spent to **Ready**.

The following chart summarizes the number and kind of things a character can do on their turn:

1 Action	Can be used to Attack, Cast A Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use An Object
1 Bonus Action	Granted by special abilities, class features, or spells; it is possible to have multiple features or abilities that grant one
1 Reaction	Granted by the Ready Action, certain special abilities, spells, class features or situations. Most commonly used for Opportunity Attacks

In addition to one **Action**, characters also get one **Move** on their turn. You can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn. And, you can break up your movement with your action, e.g. move 10 feet, take your action, then move 20 feet more. You may even break up your move between attacks in an *Attack* action.

*Difficult Terrain* costs 1 extra foot for every foot of movement, e.g. low furniture, undergrowth, snow, shallow bogs, staircases, rocky caverns. In addition to these examples, the space of another creature, whether hostile or not, also counts as *Difficult Terrain*.

There are two kinds of actions that also affect your **Move**. If you take the *Disengage* action, your movement doesn't provoke opportunity attacks for the rest of the turn. If you take the *Dash* action, you can increase to your move equal to your speed, e.g. if your speed is 30 feet, you can move up to 60 feet on your turn.



## HOUSE RULES & VARIANTS

### RP Experience Bonus

The roleplaying experience bonus given at the end of every play session is based on how well each player embodied their character at the table. Did you speak most of the time in your character's voice? Were your actions consistent with your character's alignment? Was it clear that your ideal and your flaw shaped your actions? Did you respond to a scene appropriately, e.g. not laughing at a funeral? The total amount of this bonus is arbitrary and it is not guaranteed to players.

### Rule Discussions & Debate

There is **no** place for rule debates or in-depth rule discussions during a session. It is the guiding principle of the gamemaster that all rules, contained in all the books, may be ignored. The gamemaster has final say on what a rule means or how it will be interpreted, whether it will be enforced, and it's application. Narrative always trumps rules.

### Maps

Player characters will be responsible for drawing their own map. The person who volunteers to do the mapping for the party for that session will receive an additional experience points bonus.



### Inspiration

An advantage usable on any role by the player, *Inspiration* enables an immediate reward for roleplaying, heroism, a particularly daring action, or something else entertaining or engaging. It can be awarded by players to other players. Since you can't bank *Inspiration*, the more you hand it out the more it is available for use.

### Overrun

If you try to move through a hostile creature's space, you can try to force your way through by overrunning the hostile creature. As an **Action** or a *Bonus Action*, the mover makes a **Strength** (Athletics) check contested by the hostile creature's **Strength** (Athletics) check. You have advantage on this check if your larger than the hostile creature and disadvantage if your smaller.

### Tumble

You can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an **Action** or a *Bonus Action*, the tumbler makes a **Dexterity** (Acrobatics) check contested by the hostile creature's **Dexterity** (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

### Feats

Beginning at 10th level, player characters may choose to take a feat instead of an *Ability Score Improvement* whenever that feature is available to them. Each feat can only be taken once, unless its description states otherwise. You must meet any prerequisites specified and if you ever lose a feat's prerequisite, you can't use that feat until you regain it.

### Tied Rolls

Whenever a player character and a creature, enemy, or NPC tie on a dice roll, whether in combat, in a contest, or in any other context, the player character always wins. If two player characters tie, the character with the higher applicable **Ability Score** wins.

### Critical Fails

Whenever you generate a critical failure while using the *Attack* action, you deal the applicable damage to yourself instead of the intended target.