Gogo DM Rules for my D&D Sessions
(V3.6 posted 2022-08-27)

This is a living document and may change over time. The current rules which are to be used are posted at www.perilouspursuits.com

My DM Playing Style

1. I lean towards the "rule of cool". I like it when players decide to do crazy things but I try to limit those crazy things to real-world physics and my understanding of fake-world magic. I make difficulty classes (DC) up quickly on the spot. The dice will always factor in on how things turn out.

2. I like to role play and voice NPCs. In addition to combat encounters, I enjoy adding mystery, intrigue and non-combat situations to the game.

3. I encourage players to role play their character and develop a voice for that character. We're here to have fun. Anyone who makes a person feel bad or dumb for trying to role play will have their character be cursed or hobbled in-game to the DM's discretion. However, friendly banter and teasing is always encouraged.

4. I encourage players to develop a character backstory and get a good profile picture to share. I love incorporating a character's backstory into the lore and storyline of a campaign if possible. Sometimes it doesn't work with the story so please don't be upset or feel left out.

5. I like to run games where the party is mostly aligned towards good and tries to make the fantasy world a better place. Players who oppose this view to <u>always</u> do evil things, <u>continuously</u> try to kill party members or other uncooperative things will run into hard times from this DM. The occasional murder-hobo will be tolerated but will have in-game consequences. If you would like to play on the evil side, we need to discuss it at session zero.

6. I may increase a monster's HP or # of monsters occasionally if I find the party is absolutely mopping up the encounter. In addition, I may adjust damage for over powered monster encounters to give the party a fighting chance. I try not to do either of these things but I do try to maintain the risk factor that characters could die during any encounter if not role-played smartly.

7. I record my D&D sessions and may post them to Youtube or podcasts for entertainment. I retain all rights to these recordings. Players are not identified except for sometimes by their first name in sessions. Most of the time, we address each other by our character names. Playing in my games means you accept these terms.

8. I want to laugh and have fun playing D&D and hope my players are the same. Sometimes we swear and say inappropriate things but try to keep it light. If you feel it is getting too far out of hand, let me know and we'll try to resolve it.

Social Agreement

1. Players and the DM will treat each other with respect at all times.

2. Respect the game. Phones should be on mute and players should be quiet when the DM or an active player is talking. Pay attention so important details don't have to be repeated.

3. If one or more players are ruining the fun for the rest of us, that person will be talked to privately and if it continues, potentially removed from the game.

4. If one player can't play, we will still attempt to play. If more than one player can't play, we will reschedule but ultimately, it will be the DM's discretion.

5. If you have played or know details of the adventure being played, don't spoil any surprises for the other players and try not to meta-game your way through.

6. Players who meta-game or play their characters with knowledge the characters wouldn't really have may incur the wrath of the DM on their characters randomly in-game.

7. I usually start out trusting all players with their rolls unless I am given a reason not to. If we get to that point, I may ask players to show me (or take a picture) of the cocked dice or errant dice role <u>before</u> re-rolling. If not followed, the DM has the option to roll the result for the player. The point of our games is for everyone to have fun and to trust we are all playing fairly.

8. Sometimes as a DM, I get things wrong. I'm willing to consider retconning situations but I prefer to keep moving forward and adjusting future situations accordingly.

9. We can pause the game for a <u>short</u> time to argue a point respectfully. The DM will make the final ruling and then everyone needs to move on without arguing or complaining about it again.

10. If you don't like the way a game is going, how I DM, are bored, or don't like how the other players are playing? Contact me privately first to discuss how we can resolve it.

11. Blowups between players and/or the DM are not tolerated and may result in one or more of the participants to be ejected from the game temporarily or permanently as decided solely by the DM.

12. The DM has final say on all rules and situations whether they contradict the D&D 5e Rules As Written (RAW) or not.

My Base Rules

Base Rules
I use D&D 5th edition Rules As Written (RAW). However, this document overrides any conflicts with the 5e RAW.

D&D Beyond
Players are to create their characters on D&D Beyond. It's free and becomes very useful as a DM to have easy access to your character information. You can printout your character sheet if you want or use the website during play. Keep your character up-to-date on D&D Beyond after each session. I have a Master Tier subscription to D&D Beyond and setup my campaigns there. My Master Tier subscriptions allows all the players in my campaign to have free access to all the source books I bought there for free.

Creating Your Character
Players can use races or classes from the source books I own on D&D Beyond. For optional characters outside these books, talk to me first for approval in our game.

A player who provides the DM with a digital portrait image or their character and a well thought out and interesting backstory may get an additional one or two ability points they can apply to any of their ability scores. This is wholly at the DM's discretion and is not a guarantee.

Rolling character ability scores is the same as PHB (5e) page 13 where you roll 4d6 and record the highest three dice and add them together. You can then place these six values to your ability scores in any order you wish. No re-rolls. You get what you get.

On levelling up, the player gets to either roll their hit dice or take the average dice value for their hit dice but they must use the same method throughout the campaign. When rolling for upgraded HP on level up, all ones are re-rolled.

Do not view other player's character sheets as there may be secret information or backstory that is to be revealed in-game.

Unearthed Arcana
Not to be used unless specifically approved by the DM.

Levelling Up
I don't track or give out experience points. Levelling up happens based on certain milestones in the adventure at the DM's discretion and applies to all party members.

Critical Rolls
- A critical hit on an attack (such as rolling a natural 20) is an automatic hit.
- A critical miss on an attack (such as rolling a natural 1) is an automatic miss (see the Critical Miss Attack rule)
- A critical success or critical fail does not apply to saving throws or skill checks (note this is also RAW).

Dividing Dice Rolls
If you have to halve or quarter a dice roll, always round down to the nearest number.

My House Rules

D&D 5th edition was definitely designed to simplify the rules and I think that simplification is great. However, there are a few rules I thought did not realistically represent certain situations so I have created the following house rules for my games.

Attacking While Blind

When a player's character is blind, its sense of direction is impaired and it is not confident where enemies, allies or objects are located. When a blinded character attacks, the roll To Hit is <u>always</u> at disadvantage. Any "to hit" advantage the player's character may have (such as flanking or reckless attack) does not cancel out the disadvantage from being blind. These rules do not apply to creatures with blindsight or truesight.

When a blinded player attacks and other creatures or allies are within 5 feet of the intended target and in range of the player's attack, they could be hit from the blind attack. Assign a number for each creature and ally within range of the player's attack starting at 1 and go counter clockwise until all creatures or allies are counted (do not include the intended target in this count). Choose a dice size double that count. Roll that dice to determine who is attacked. If you roll above the counted creatures and allies' given numbers, then the attack is on the intended target. If another creature or ally is attacked, the attack shall be applied (with cover modifiers at the DM's discretion for ranged attacks) to that creature or ally and damage applied as required on a hit.

Spell sculpting for allies does not apply for area of effect spells cast by blinded creatures so any allies would be included in an area of effect spell.

Example: A blinded player attacks a targeted creature. The target is also surrounded (within 5 feet) by 2 creatures and 1 ally that are also in range of the player's attack. Assign numbers 1-3 to the creatures and ally in range. Multiple that 3 count by 2 to get 6 so the DM uses a d6 to determine who is actually attacked. Any roll above a 3 attacks the intended target. A roll of 1 to 3 determines which other creature or ally is attacked. The DM announces to the player who was actually attacked and applies the "to hit" roll (with cover modifiers at the DM's discretion for ranged attacks) against the attacked creature or ally. The player rolls damage as required on a hit.

Blindsense and Blindsight vs Stealth/Hiding

Blindsense lets creatures become aware that a hidden creature is within its blindsense radius but it would still need to do a perception check to locate that hidden creature. Essentially blindsense gives an infinite passive perception to a creature for detecting other creatures within its blindsense radius.

Blindsight lets a creature see all hidden creatures within its radius even if they have total cover. The only exception is if the hidden creature has a special feature to counter this.

Chases

See the **Perilous Pursuits Chase Rules & Map** on the <u>Perilous Pursuits website</u>.

Climbing

Climbing up/down speed is reduced unless a climbing speed is listed for the creature or unless the creature has a magical effect or equipment (such as slippers of spider climbing) in which this rule does not apply. Climbing requires an Athletics check with a DC based on the type of surface being climbed for every action they take to climb or if they hang in place to do another action (regular or bonus).

Surface	DC	Climbing Speed
• Ledges and hand holds (like a house)	10	1/2 movement speed
• Not many hand holds (like a rough rock face or a stone wall)	15	10 feet
• Small cracks or indents (like a sheer cliff or smooth wall)	20	5 feet
• Imperceptible bumps and indents (smooth vertical surface)	25	5 feet

An Athletics check is performed for every action (regular or bonus) a player does while climbing or hanging on a vertical surface. Both hands have to be free to climb. A player hanging in place with one hand and using the other hand for an action requires an additional Athletics check to see if the character can hang on. A failed athletics check results in the character falling. A falling character adds +5 every 10 feet fallen to the Athletics DC to try and grab something to stop the fall. This check can happen every 10 feet up to DC25 and then they auto-fail after that and plummet to the ground taking 1d6 of bludgeoning damage for every 10 feet fallen after the first 10 feet.

Critical Miss Attack

When a player has a critical miss on an attack (such as rolling a natural 1), any creatures or allies within 5 feet of the intended target and in range of the player's attack could be hit from the errant attack. Assign a number for each creature and ally within range of the player's attack starting at 1 and go counter clockwise until all creatures or allies are counted (do not include the intended target in this count). Choose a dice size double that count. Roll that dice to determine who is attacked. If you roll above the counted creatures and allies' given numbers, then the attack is a complete miss and no creatures are hit. If another creature or ally is attacked, the attack shall be applied to that creature or ally. The DM shall instruct the attacking player to re-roll the same attack again against that creature or ally (with cover modifiers at the DM's discretion for ranged attacks) and apply damage as required on a hit.

Example: A player's attack on a targeted creature is a critical fail. The target is also surrounded (within 5 feet) by 2 creatures and 1 ally that are also in range of the player's attack. Assign numbers 1-3 to the creatures and ally in range. Multiple that 3 count by 2 to get 6 so the DM uses a d6 to determine who is actually attacked. Any roll above a 3 misses everyone. A roll of 1 to 3 determines which creature or ally is attacked. The DM announces to the player who was actually attacked and instructs the player to re-roll the same attack again (with cover modifiers at the DM's discretion for ranged attacks) against the attacked creature or ally. The player rolls damage as required on a hit.

Death & Dying
When a character is reduced to zero HP or less, the player rolls a 1d20 with no modifiers on the Death & Dying Table. In all cases, the character is knocked unconscious. If the player is put unconscious by a critical hit or damaged again while at zero HP and in this unconscious state, they roll their d20 for the table below at disadvantage. Special items may exist in the world that give you bonuses for this specific death & dying d20 roll. The player will make all rolls mentioned in the table and the rolls shall be visible to the DM (and optionally all players).

Flanking
I use the optional flanking rules. See the last page of this document for how this works. Flanking does not apply if you cannot see the target. For example, if you were flanking a target but you were in magical darkness and cannot see, flanking would not apply and attacks would be at disadvantage because you are blinded (see the Attacking While Blind rule). Flanking also does not apply if your flanking ally is incapacitated in a way that they cannot be a distraction for the target during your attack. In other words, your flanking ally must have the ability to attack the target. Flanking applies for ranged attacks if an ally is in melee with the target on the opposite side of the target (same rules as melee). The target may get 1/2 or 3/4 cover if any creature is in the way. A critical fail attack (such as a natural 1) may hit another creature near the intended target (see the Critical Miss Attack rule). If at least two allies are in melee range and flanking a creature, all other allies get the flanking attack advantage against that creature.

Healing Potions
It is a bonus action to drink a healing potion yourself or hand one to someone else. It is a full action to feed a healing potion to someone else.

Identify Spell
Roll a D20 every time you cast the identify spell and add your spell attack modifier. The DM can set a DC for cursed items to see if the spell detects and identifies the curse.

Inspiration Points
I may give out inspiration to players that I feel role play their characters in amazing and interesting ways. Inspiration can be played at any time and does not expire until it is used. You can only have one inspiration. Inspiration can also be gifted from one player to another player as long as their characters can see or hear each other when given. Inspiration gives the player using it advantage when rolling a d20 dice. When inspiration is used, the player rolling must state to the DM that they are using their inspiration prior to rolling.

Jumping
Jumping down only takes a quarter of the character's movement but will require a DC10 Dexterity check to see if they land ok. A failed check will result in the character falling down and being prone. The character can then use half their movement to get up. Any jumping down from 10 feet or higher without a special ability for falling results in 1d6 bludgeoning damage for every 10 feet fallen. All other jumping rules will follow the PHB 5e page 182. Clarification that you cannot move and then jump past your movement score.

Magical Push

I'm going to give creatures a strength saving throw to resist any spell which has a push component because RAW says any creature can be pushed (even a Tarrasque which is ridiculous). Resisting the push will be a tough DC but there will always be a chance to oppose it. The strength saving throw DC for the creature being pushed will be per the tables below:

Casting Character Level	DC Base
1-4	18
5-10	19
11-16	20
17+	21

Creature Size	DC Modifier
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-3
Colossal	-4

Example: A level 6 warlock casting eldritch blast force push will have a base DC of 19. If cast at a large creature, the DC is 19-1 = 18. The target rolls a Strength saving throw with a DC18. On success, the target is not pushed. On a failure, the target is pushed.

Passive Perception

I use passive perception as a way of directing a player towards a certain location or spot. For example; "You hear a strange creaking sound" or "You see a shadow move in the corner of your eye" or "Something in this room seems strange to you but you can't put your finger on it." The player then has the option of rolling a perception check to see if they actually see something or know where it is located. For characters with a high passive perception, they may perceive things in general (because of their high passive perception) but they may not actually see what they are perceiving (if they roll a low perception check). Passive perception does not give the location or direction of something hidden. It just makes the player aware that something odd is nearby or hidden.

Persuasion & Intimidation

A player's character can use charisma or strength modifiers (player's choice) for intimidation checks. A persuasion or intimidation check will happen only when the DM asks for it and usually after it has been role played. The DC for these checks will be based on how well the player role played what they are trying to do or say and in some cases may have advantage or disadvantage on the roll based on the DM's discretion.

Replacing Your Dead Character

At the DM's discretion, a player whose character has died will be able to rejoin the game with a new character at a narratively appropriate point. The new character will rejoin the adventure at the same level as the rest of the party with equipment the DM has approved as appropriate for that character and level.

Reviving a Character

An unconscious player with 0 HP that is revived awakens with 3 points of exhaustion.
A dead player that is revived awakens with 5 points of exhaustion.

Visual Damage

When a creature is around half of its full hit points, I may say "The creature is not looking that great". When a creature gets to a hit point amount where a very good attack may kill it, I may say "The creature is bleeding from multiple wounds and looks like it's staggering"

Vision and Actions

Some actions such as counterspell or dispel magic will require vision of the person or object. If the spell says choose a target or object, you must be able to see or feel it to choose it.

Death & Dying Table

Player Roll	Critical Inuries	Recovery
20	You are knocked prone but you are able to resist going unconscious and remain awake with 1 HP	N/A
19	Roll 1d4. You gain a faint but noticeable scar on your face (1), arm (2), chest (3) or back (4). You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
18	Roll 1d4. You lose a fingertip (1), a few teeth (2), an earlobe (3) or toe (4). You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
17	You have a concussion. All ability checks are at disadvantage until you rest for 1 week or receive a lesser restoration spell. You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
16	Roll 1d4. You break your collarbone (1), arm (2), rib (3), wrist (4). You have disadvantage on all attacks and STR, DEX and CON ability checks and saving throws, your speeds are reduced by 10 until 1 week after receiving medical attention or receive a lesser restoration spell. You are unconscious but stable at 0 HP.	An ally must heal you
15	Roll 1d4. You receive a severe scar and disfigurement to your jaw (1), cheek (2), forehead (3), neck (4). Your CHA score is permanently reduced by 1 but you gain a +1 to intimidation checks unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you
14	You receive a massive head wound. Brain matter is exposed. Your INT score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you
13	Your ego is damaged and you are unsure of your abilities going forward. Your WIS score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you
12	Roll 1d4. You lose an eye (1), non-weapon hand (2), 2 fingers (3), severe knee injury (4). Your DEX score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. On a d4 roll of 4, you have a permanent limp and your speeds are reduced by 10. You are unconscious but stable at 0 HP.	An ally must heal you
11	Your bicep muscle is damaged causing a large scar on it. Your STR score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you
10	The damage you have taken has permanently reduced your overall health. Your CON score is permanently reduced by 1 and your max HP is reduced by 10% rounded down unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you
4-9	You are bleeding out. For this round and every additional round, the player must roll a 1d20 with no modifiers for a DC10 saving throw. On a success, the player is still alive. On a fail, the player dies. Another player can spend an action on their turn to try to stabilize you by staunching your wounds with a tourniquet with a DC10 medicine check bringing you to 0 HP but still unconscious.	An ally must heal you
2-3	You have just enough life to speak a few words before you succumb to your injuries. No medical or magical healing can save you.	Revivify or resurrection spell
1	You are disintegrated, immolated, masticated, impaled or beheaded. Death is instantaneous.	Wish spell

D&D Optional Rules on Flanking on Squares

Dungeon Master's Guide 5e page 251

When a creature and at least one of its allies are adjacent to an enemy and on opposite sides or corners of the enemy's space, they flank that enemy, and each of them has advantage on melee attack rolls against that enemy.

When in doubt about whether two creatures flank an enemy on a grid, trace an imaginary line between the centers of the creatures' spaces. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.

Note that this is an optional rule and by default, 5e does not include flanking advantages.

Line goes through opposite sides so it is flanking
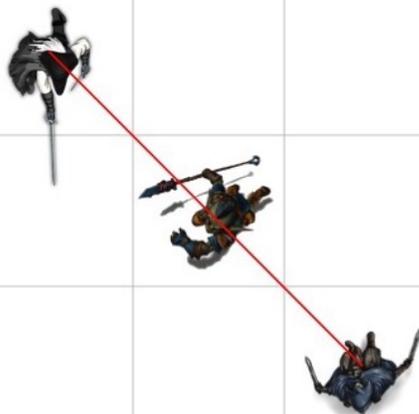
Line goes through opposite corners so it is flanking

Line goes through one corner. Line does not go through opposite sides or opposite corners so it is not flanking

Line goes through adjacent sides. Line does not go through opposite sides or opposite corners so it is not flanking

See Flanking rule in this document for further details and special conditions

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