

Table Rules - Role Playing Games

Dungeons & Dragons is one of many roleplaying games. A Dungeon Master (DM) or Game Master (GM) leads a group of Player Characters (PCs) through an adventure. Think of it as cooperative storytelling. It is primarily a roleplaying game where players take on the role of a PC. Their actions and decisions are taken based on what the DM tells them and outcomes of these are often (but not always) determined by dice rolls.

To ensure everyone has a good time and that the game runs as smoothly as possible we need to have some table rules.

- **Limit out of character chat** - You are playing D&D not talking about what you saw on television or what video game you played last. Avoid talking over another player's turn in an encounter. Don't talk over the DM either. Listen!
- **Be prepared for your turn** - Pay attention to the action. Plan your next actions before your turn. Take too long and the DM could have one of the following happen:
 - Make a single weapon attack,
 - Drop down in the initiative order,
 - Move / Disengage,
 - Miss your turn (repeat offenders)
- **Dice**
 - **Don't touch other people's dice** without permission. Some people really don't like it.
 - **Roll dice on the table in full view of the DM.** Dice which roll off the table must be re-rolled OR (depending on DM) count as a Natural 1 (Critical fail).
 - Dice that land cocked against a book or paper may be re-rolled.
 - Dice that bounce off something will count.
 - Roll both attack (d20) and damage dice at the same time. It makes the action move a bit faster.
- **Spell casters** - have **spell information** to hand. The DM needs to know range and saving throws.
- Keep personal conflicts away from the table.
- **Character sheet.** Keep accurate track of XP, hit points, spell slot usage, conditions, money, equipment, etc. Always use PENCIL on your sheet.
- **Keep notes** - Interesting Non-Player Characters (NPCs), items, quest hooks. You could appoint someone as a scribe to do this.
- **Mobile phones** - Not on the table unless you are using an appropriate app with prior arrangement with the DM.
- **Rules discussions** - The DM may quickly clarify a rule where possible, but further discussion should wait until the game session is finished.
- **Avoid numbers** - You are roleplaying! Don't say "I have 2 hit points left." (Unless you are asked by the DM.) Do say something like "I am / my character is really struggling here", "I drop to my knees," for example.
- Have a **spare back-up character** in case the one you are playing dies. If you don't have one, you will be given a pre-generated one.
- **Help each other.** Experienced players should support inexperienced ones.