

DUNGEONS & DRAGONS

Relevant School expectations:

- Arrive on time for lessons. *You can help set up or get ready for period 5 activities during lunchtime – we only have a short time to play.*
- **Be prepared** with equipment and jotters. *Make sure you have a pencil, eraser, note paper as well as dice and your character sheet.*
- **Listen** and give full attention and focus to staff for information and instructions. *Including your Dungeon Master and other players when they are talking.*
- Stay on task and work to the best of your ability.
- Treat all people and property with **respect**, including using respectful language.
- Always display safe behaviour.
- Put mobile phones, wireless earbuds, and any other personal electronic devices in school bags and on silent in class, unless a teacher has asked you to use them for learning purposes. *Can be used to access D&D related resources online. Please ask.*

TABLE RULES

- **Limit out of character chat.** Avoid talking over other players or the DM. (**Respect**)
- **Be prepared for your turn** - Pay attention to the action (**Listen**). Plan your next actions before your turn. Take too long, DM will determine what you do picking from: Dodge Action, single basic attack and movement, drop down in turn order, or miss your turn.
- Keep personal conflicts away from the table. (**Respect**)
- **Work together** - Teamwork as players and your character you should not be in conflict with each other. No PvP unless it occurs naturally in-game (eg. magically). This includes attacking, stealing, or even verbal conflict, determined by dice rolls. (**Respect**)
- **Character sheet** - Keep accurate track of XP, hit points, spell slot usage, conditions, money, equipment, etc. Use *pencil* on your sheet. Use paper character sheets - print or copy out your DnDBeyond character - your DM will need to check them.
- **Mobile phones** - Not on the table unless you are using an appropriate app with prior arrangement with the DM and librarian. eg. DnDBeyond for spell descriptions.
- **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 should be re-rolled.
 - Dice that bounce off something will count.
 - Roll 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.
- **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.
- **Spare back-up character** - If you don't have one, you will be given a pre-generated one.
- **Keep notes** - Interesting non-player characters (NPCs), items, quest hooks.
- **Help each other** - Experienced players keep inexperienced ones right.