

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

- **Respect** other players and the DM as well as other library users and staff. Limit out of character chat. This includes allowing other players to get attention from the DM. Avoid talking over another player's turn in an encounter or interrupt when they are roleplaying. Don't talk over the DM. Out of turn tactics discussion should be kept to a minimum. Continuous interruption of other players or the DM or confrontational behaviour will result in a warning, then a time-out. Continuation of such disruptive behaviour will result in the player being asked to leave.
- **Dice & Dice Rolls**
 - Wait until DM asks you to roll the dice
 - 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.
 - Keep play moving
 - Roll both attack (d20) and damage dice at the same time. It makes the action move a bit faster.
 - Average NPC / monster damage usually used by DM to keep action moving.
 - Don't touch other people's dice without permission. Some people don't like it.
 - One roll per outcome. No chain rolls. Another PC can use the Help action, though.
- **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.
- **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**)(**Listen**)
- **Spell casters** - Know your spells. The DM needs to know range and saving throws.
- Keep personal conflicts away from the table. (**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. eg. DnDBeyond for spell descriptions. Character sheets must be printed or copied out.

- **Rules discussions** - Avoid metagaming, rules lawyering. Accept the DM's ruling. The DM may quickly clarify a rule where possible. Further discussion should wait until the 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.
- Avoid using player knowledge as opposed to character knowledge, known as [metagaming](#). eg. Even if you know about a particular monster, your character might not.
- 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. (Spare characters also provided.)
- **Help each other.** Experienced players should help inexperienced ones.
- **Keep notes** - Interesting non-player characters (NPCs), items, quest hooks.
- Avoid gender, political and racial stereotypes.

Full Guidelines and Expectations and house rules are available from: <https://tinyurl.com/DnDGuideSALibrary>