

Category	Rule Name	Rule
00 Game Order	Game Order	GM1 DaD Level 1, GM2 DaD Level 2, GM3 Eyes Of The Lich Queen, GM4 Freeform/Higher Level published adventure?, GM5 More of the Same.
Game Charter	GM PC	The character of the person running is not currently an active party member, but there for PLOT purposes only.
Game Charter	True Res	Resurrection spells are a plot device, not a commonality.
Game Charter	Creepy Rule	Don't be.
Game Charter	Canon	Eberron Books, General D&D, Wizards Material, Out Of Setting has to be re-flavored, d20 or other stuff must be verified by the group.
Game Charter	Alignment	No Chaotic Evil or Lawful good. No "Party Breaking" extremes.
Gaming Charter	Gaming Space	Set central location, unless unavailable.
Gaming Charter	Gaming Time	Set Time
Gaming Charter	Character Sheets	Backups and people are responsible on their own. If you forget you have to be ready to go by game-start.
Gaming Charter	Multi-class penalty	No multiclass penalty.
Gaming Charter	Rules Adjudication	GM works by the written standard rules and house rules, unless the group vetoes a REALLY STUPID DECISION by unanimous decision. The GM has rule zero and control when he is running.
Gaming Charter	Charter Changes	We can make changes to these rules at any time as a group. All but one of those present.
Mechanics	Character Stat Rolling	4d6 - reroll 1s, drop the lowest
Mechanics	HP REROLL	Reroll 1s on hit points
Mechanics	Realism vs. Leniency	GM's Common sense, but understanding that we in general run fairly leniently.
Mechanics	Death Rules	-1 to -10 is "Dying" -10 is dead, first aid roll stabilizes when in "Dying". Level 5 goes to -15, Level 10 goes to -20, Level 15 goes to -25, Level 20 goes to -30.
Mechanics	No Save Vs Massive Damage	Massive damage is just massive damage, not save vs. die.
Mechanics	Material Components	All spontaneous casters get eschew materials for free.
Mechanics	Monster Level Crazyiness	Monster level is just a regular class on one side of your geshtalt. Counts as a base class. Must take it all the way.
Mechanics	Gestalt	Can't have 2 prestige classes at the same level.
Mechanics	Xp	Whole party gets XP for an encounter, the XP is divided by 5 and every person gets the exp even if they aren't currently playing. "Vin Diesel gets the XP from our adventures if he ever decides to drop into our game."
Mechanics	Saves Cap	Saves are capped - BAB at 20, Saves are at 12. Revisit at higher levels.
Mechanics	GM Rolls "Secret" Player Rolls	GM can roll for spot, sense motive, listen, and others as absolutely needed.
Mechanics	Auto Succeed And Fail	No auto succeed or fail on saves, auto succeed and fail on attacks.