



# DragonCon D&D

Below are the house rules for any character what plays with us.

We are playing this session with 3.5 edition rules. You can find the Player's Handbook here:

<https://www.albinjohnson.com/d&d/dcon/>

## Creating your character:

- Roll 4d6 for an ability score (re-roll any 1's) and take the highest three rolls for your score.
- Do this six times for **Pool A** of six scores. Do it six more times for **Pool B** of six scores. Pick the best pool as your six scores.
  - You can now assign those scores to one of your six abilities.
  - After assigning your scores, you can move points between them, but no score can go up or down by more than 2 points.
- We are playing with 5<sup>th</sup> level characters. Once you have completed rolling up a beginning character of 1<sup>st</sup> level, you may improve them to 5<sup>th</sup> level:
  - Add 1 to any ability score
  - Add the skill points, hit points, Feats, and any Class Traits that come with 5<sup>th</sup> level for your class.
  - Give them **10,000 gold pieces** starting money to buy whatever they want!
- **Give your character some life** (the more you write, the more likely I sprinkle in some good stuff related to their back-story ☺ )
  - Consider a physical description of your character: what does she look like? What does she normally wear? What's her personality like?
  - Consider a back story for your character: where did she come from? What did she do for a living? Was she poor/rich? Was life normal or affected by tragedy?
  - Consider some adventure hooks: Does she have any enemies? Is there something she has a yearning to accomplish? Did anything happen to her that was memorable?
  - Give me at least three details of your character:
    - The thing she loves MOST in the world (example: oven baked cookies!)
    - The thing she hates MOST in the world (example: dead puppies ☹ )
    - The thing she fears MOST in the world (example: icky spiders)

Please email your super-nerd Dungeon Master at [albin.johnson@gmail.com](mailto:albin.johnson@gmail.com) with any questions (just nothing about dance moves, I can't help you there).

When you're done, email your character sheets for the lame DM to look over and judge harshly.

Our style of play is very story-driven. Rules are here like gravity on the moon: just enough to keep us from floating away, but not enough to keep us from jumping around like maniacs.

Your DM looks forward to your laughter, your amazement, but most of all your tears.