

CHANGES TO THE CORE RULES

The below information addresses changes to the core content in the 5th Edition Player's Handbook for this campaign and also adds some new rules.

SHORT REST CHANGES

Using Hitdice to heal: A character can't spend any Hit Dice after finishing a short rest until someone expends one use of a healer's kit to bandage and treat a character's wounds. A character who finishes a long rest still regains full HP as normal.

EQUIPMENT CHANGES:

Healer's Kits: Healer's Kits automatically stabilize a creature that has 0 hit points if the user is proficient in the Medicine skill. Users not proficient get advantage on the Medicine skill roll to stabilize a creature instead.

USING SPELL SCROLLS:

On page 200 of the DMG in the "Spell Scroll" entry it states that "if the spell is on your class list you can use an action to read it...otherwise the scroll is illegible". Then there is the bit about a DC 10+scroll spell level arcana roll if the spell is higher than a spell slot than you can cast.

New Rule: Any other class (spell caster or not) can attempt to use a scroll not on their spell list but they have disadvantage on the arcana check. So yes a Barbarian can attempt to activate a scroll in a pinch. A creature who tries and fails to cast a spell properly from a spell scroll must make a DC 10 Intelligence saving throw. If the saving throw fails, roll on the Scroll Mishap table.

IDENTIFYING MAGIC ITEMS:

Common Items (Identify automatic upon examining them.)

These are usually common items like healing potions and low level scrolls. Most all villages, towns and cities have magic shops that sell and buy these type of items commonly.

Uncommon Items (Concentrate On Them During a Short or Long Rest - INT Arcana Check DC 15) or (Identify Spell - *Requires a pearl of 100gp value NOT Consumed on Use.*)

These are minor rings, staves, wands and other items including +1 enchanted weapons.

Rare Items (Concentrate On Them During a Long Rest - INT Arcana Check DC 20) or (Identify Spell - *Requires a pearl of 100gp value Consumed on Use. CONSUMED ON USE*)

Very Rare Items (Identify Spell - *Requires a pearl of 500gp value CONSUMED on Use.*)

Legendary Items (Identify Spell - *Requires a pearl worth 1,000gp in value. CONSUMED on Use.*)



RECOVERING SPENT AMMUNITION:

Here are the recovery rules for all your ammunition that you might use in the game.

Ammunition items like arrows, bolts and darts have a 50% chance to not be recoverable because of breakage, and loss, the arrowhead being bent or snapping off of a dart point. When

you go to recover ammunition after a battle you will roll 1d6 for each piece that was fired. On a 1-3 the ammunition was recovered, and you can use it again. On a 4-6 then the piece of ammunition could not be recovered and is lost. Also please keep in mind that other situations will effect this as well, if you are firing at a creature on the edge of a cliff or lake or some other means of terrain that make the recovery of ammunition difficult or impossible then any ammunition used of any kind will not be recoverable.

NEW RULES

The below information addresses new rules that are in effect for the Rappan Athuk campaign.

HERO POINTS SYSTEM:

EARNING HERO POINTS

Characters begin play with Hero Points equal to $5 + \frac{1}{2}$ character level (rounded down). They are replenished whenever a level is gained. Hero Points may also be given out at the DM's discretion when a PC performs an especially heroic, epic or otherwise amazing feat. Examples include jumping off a tower to attack a fleeing wizard, even though the PC possesses no personal protection from falling damage and the Wizard can fly or running back into a burning building to rescue an orphan, or trying to right a falling airship so it doesn't hit a halfling village only jumping off at the last minute.

USING HERO POINTS

Hero Points provide a player with the means to alter d20 rolls in dramatic situations, reflecting the luck that can change crushing failure into heroic success. Your character has a limited

number of hero points, and you must use them wisely, since you don't replenish this supply until your character attains a new level.

Main Use: You can spend a hero point to improve the result of an attack roll, a skill check, an ability check, saving throw, or a death save. When you spend a hero point, you add the result of a roll of 1d6 to your d20 roll to help you meet or exceed the target number for the roll. You can declare that you are spending a hero point after you have already rolled the d20, but you must do so before the Dungeon Master reveals the result of your roll (whether the attack roll or check or saving throw succeeded or failed).

You can only use hero points once in a round. If you spend 1 or more hero points on a special action (see below), you can't spend a point in the same round to improve a die roll, and vice versa. No spell, power, or other special ability can allow a character to reroll a hero point die. If a character suffers permanent level loss, he does not lose any hero points he has remaining, and any subsequent level advancement provides new hero points as normal.

If your character level is 8th or higher, you can roll more than one d6 when you spend a hero point. If you do so, apply the highest result and disregard the other rolls. As a 15th-level character, for example, you can roll 3d6 and take the best result of the three. So, if you rolled 1, 2, and 4, you would apply the 4 to your d20 roll.

OTHER HERO POINT USES

Instead of altering the result of a d20 roll, you can use hero points to perform one of the special actions described below.

Additional Action: You can spend 2 hero points to gain an additional action on your turn.

Additional Movement: You can spend 1 hero point to gain additional movement up to your normal speed.

Advantage: You can spend 2 hero points to gain advantage on any d20 roll.

Stabilize: When your character is dying, you can spend 2 hero points to automatically stabilize. Spending a hero point does nothing for you if you're already dead.

Stamina of Heroes: When your character is dying, you can spend 3 hero points to automatically gain 1 hitpoint and awaken. Spending a hero point does nothing for you if you're already dead.

*** Please note that the hero point system replaces the DM Inspiration mechanic in the game, so no DM Inspiration will be handed out.**

DEATH & DYING:

If your character dies for some unfortunate reason or if you just got sliced up by a goblin during the campaign, then the following rules apply:

Raised or create a new character. If you die and cannot be raised either because services are not available or in the event that you cannot afford said services at earlier levels, then you must create a new character. The DM will work with you on specifics of your new character's introduction to the group. What transpired prior to their arrival, etc.

One level lower than the average party level. If you must create a new character, then that character starts one level lower than what the average party level is currently at unless the party is still at first level in which case you will start at the same level.

Now if you die and need to create a new character then that new character will not be introduced until the time that is appropriate in game for that character to show up. I do everything that I can to work them in at the earliest convenience but sometimes it can be a little while in real time before that can happen depending on where the group is at. Until that time arrives the DM may allow you to run adversaries of the party or an NPC that is currently with the group until your new character can be brought in correctly.



PERCEPTION VERSUS INVESTIGATION:

One of my biggest pet peeves is players that constantly roll dice to see and find things while thinking the die roll does everything without them having to think "*But I rolled a natural 20?*" *How could I have not found it?*" is what I hear.

Let me break it down for you. The die roll tells me how well your character did whatever it was that you told me that they were doing.

Perception

This has to do with your four main senses and that is your sight, and your hearing, your smell and your touch. If you are looking for something moving in the dark then it is your sight that will see it. If you are listening at a door then it is your hearing that will hear it. If you are smelling food to see if it is bad then that would be your smell that was doing it. If you are trying to feel which way the wind was blowing, then your touch would determine that.

However if your four senses cannot do it then it is not a perception check. If your character does something that requires perception and you do not wish to roll then you may use your passive score (10 + your perception modifier) to determine the average die roll. Your perception (your senses) are always on by default. If something around you has a perception DC lower than your passive perception you will see, or hear it, or whatever automatically without rolling the dice. You would only really need a roll when you think something may be there that is harder to perceive than normal.

Investigation

While perception above is a general (always on) ability, i.e. you see a desk, or you see a door etc. A lot of times your perception will locate where hidden things are but then you will need to use your investigation skill to examine and search them and to calculate exactly what it is that you have found or how something works.

Correct examples might include: I search through the desk, I search through the wardrobe, I examine the door for traps, and I search the dead orcs.

Bad examples might include: I search the desk but don't touch anything, I examine the sword, but I don't pick it up. etc.

The bad examples would not be investigation at all but perception as you are only looking at it.

More classic bad examples are: I search the room, I search the entire area.

The above doesn't work because they are general (always on) perception attempts and not investigation. Remember perception is general (sight, hearing, smell, and touch) and investigation is specific (rummaging through pockets, desk drawers, searching over every inch of a door, etc.)

Also saying I search the area here is my roll is usually a player attempt to find anything in the entire area with one roll, it does not work like that in this game. If you spot something with your senses (a perception roll) I will let you know, but if you are investigating something you need to tell be exactly what you are investigating (i.e. the body, the desk, the statue, etc.)



POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

FORAGING INGREDIENTS

Roll a Nature check, with proficiency in your poisoner's kit if you are not proficient in the Nature skill, with a DC based on the Foraging table below.

DC Method of Search

- 10 Spend an hour doing nothing but search
- 15 While traveling at a slow or stealthy pace
- 18 While traveling at a normal pace
- 21 While traveling at a fast pace

On a success, you recover one ingredient from the Foraging Ingredient table at the end of this section. On a failure, you find nothing. If you roll a natural 20 on your Nature check, you recover one ingredient from the Special Ingredients table at the end of this section.

CRAFTING A POISON

Once you recover an ingredient, you can begin the process of crafting it into a poison. Roll a crafting check, d20 plus your poisoner's kit proficiency, with a DC of 10 plus the difficulty modifiers of your added ingredients. You may craft a poison with up to 5 ingredients. Any poison with a total DC under 13 can be crafted in the field during a short rest, while any poison with a DC of 13 or over must be made in a safe, workshop environment such as a room at an Inn over the course of an hour.

On a successful crafting check, you create one vial of poison. On a failure, you do not create the poison and all used ingredients are lost. Should you roll a natural 20 on your crafting check, you are able to stretch the ingredients and make 2 vials. Vials are usable for 1 week after crafting before they decay.

APPLICATION OF POISON

You may use one full action to apply poison to 1 melee weapon or 3 pieces of ammunition. Your applied poison lasts for 1 hour out of combat and 5 rounds in combat. Each poison vial has enough for 2 application processes.

POISON IN COMBAT

When you hit a creature with a poisoned weapon, they must roll a Constitution saving throw against 8 + your proficiency bonus. On a failure, the creature is affected by the poisoned condition in addition to any other bonuses crafted into your poison. On a success, the creature is not affected by the poisoned condition but still suffers from the bonuses crafted into your poison.

DURATION AND EFFECTS

A creature successfully poisoned remains so for 1 minute. Any bonus effects from other ingredients have the same duration unless otherwise indicated. For any status effect, the save is repeated at the end of the creature's turn.

FORAGING INGREDIENT TABLE

2d6	Ingredient	Details	DC Mod
2	Mandrake Root	Increases save DC by 2	+2
3	Quicksilver Lichen	Add 1d4 poison damage	+2
4	Milkweed Seeds	Reduce crafting DC by 1	-1
5	Wild Sageroot	Add 2d4 poison damage	+3
6	Wyrmtongue	Required base for all poisons	--
7	Wyrmtongue	Required base for all poisons	--
8	Wyrmtongue	Required base for all poisons	--
9	Wild Sageroot	Add 2d4 poison damage	+3
10	Milkweed Seeds	Reduce crafting DC by 1	-1
11	Quicksilver Lichen	Add 1d4 poison damage	+2
12	Mandrake Root	Increases save DC by 2	+2

SPECIAL INGREDIENT TABLE

1d6	Ingredient	Details	DC Mod
1	Wrackwort	Reduces target's AC by 2	+4
2	Spineflower Berry	Double poison damage dice	+3
3	Dried Amanita Cap	Target is silenced	+2
4	Emetic Wax	Applies the stunned condition	+3
5	Verdant Nettle	Speed 0 for 1 minute	+2
6	Bloodleaf	1d12 poison damage	+4



VARIANT: DROW POISON

A Dark Elf with proficiency in poisoner's kit may craft drow poison by imbuing a basic Wyrmtongue poison with their innate magical abilities. You consume all uses of your innate magic until the next dawn, imbuing your poison with Drow magic.

If a creature struck by a weapon or piece of ammunition treated with this poison fails their Constitution saving throw by 5 or more, the target falls unconscious until they take damage or if another creature takes an action to shake it awake.

VARIANT: POISON FROM CREATURES

Should you attempt to harvest poison from a poisonous creature, you may make a DC 20 Nature check to harvest enough material for a single vial. Should you fail this check by 5 or more, you suffer the full effects of that creature's poison. The minimum difficulty modifier to turn these ingredients into a usable poison is +5 with the actual modifier to be determined by the DM at the time of crafting. See page 258 of the DMG for details on effects of these poisons.

DOWNTIME

The below information addresses new rules that are in effect for Downtime days will be awarded as a consumable during the game each time that you level up.

2nd level - 3 Downtime Days
3rd level - 6 Downtime Days
4th level - 18 Downtime Days
5th level - 38 Downtime Days
6th level - 75 Downtime Days
7th level - 90 Downtime Days
8th level - 110 Downtime Days
9th level - 140 Downtime Days
10th level - 160 Downtime Days
11th level - 210 Downtime Days
12th level - 150 Downtime Days
13th level - 200 Downtime Days
14th level - 200 Downtime Days
15th level - 250 Downtime Days
16th level - 300 Downtime Days
17th level - 300 Downtime Days
18th level - 400 Downtime Days
19th level - 400 Downtime Days
20th level - 500 Downtime Days

SPENDING DOWNTIME:

You may spend your downtime days to accomplish things at the appropriate times between challenges, your DM will let you know when you can spend downtime. Other than times that the DM assigns for downtime activities, they may not be used during the game itself unless a special situation in the game allows it. This use of downtime days represents something you may have been working on for weeks and are just finishing up or putting the final touches on a project. It does not mean that you crafted something in a few moments but is the out of game reflection of efforts over days, weeks, or years finally coming to the conclusion in a finished product or activity.

What can I spend downtime days on?

There is a variety of activities that you can use your downtime days to accomplish.



MUNDANE CRAFTING:

Every day of downtime spent crafting, the player can craft 10gp worth of something and expend materials equal to half the total market value. If something has a market value greater than 10gp, then progress is made in 10gp / day timelines. You maintain a modest lifestyle while crafting without spending the extra expense. So as an example you could craft a Potion of Healing which normally cost 50gp with 5 days of downtime and materials that equal 25gp in cost. But you also must have the proficiency in the tools required to craft particular items. (See below)

Alchemist's supplies – Allows you to reverse engineer potions to find the formula to create that type of potion and to create potions from

formulas that are known. Also lets you craft items such as alchemist fire, acids and poisons that are listed in the PHB. At the beginning of the campaign the only potion formula know is for Healing Potions described in the PHB. In Rappan Athuk this is a really important formula because no regular healing potions are available in Zokar's Ferry and what is available is highly expensive. The proficiency with alchemist's supplies also allows you to automatically appraise potions and alchemical items for their exact worth. You gain the ability to sell such items for 10% more than you would normally get. It also allows you to find a buyer for unwanted potions and alchemical items through your contacts within the area. (Required to craft potions.)

Brewer's supplies - Allows you to craft ales, wines and other beverages that are listed in the PHB. Also allows you to craft custom brews and set the quality of the drink by the gp value you assign while crafting. Also allows you to automatically appraise wines, drinks and other beverages for their exact worth. You gain the ability to sell such items for 10% more than you would normally get. (Required to craft drinks.)

Calligrapher's supplies – Allows you to forge documents, scribe scroll's (Spell Casters Only), copy documents and to write communications that are influential in nature. Also allows you to automatically appraise books and other written items for their exact worth. You gain the ability to sell such items for 10% more than you would normally get. (Required to craft scrolls and forge documents.)

Carpenter's tools – Allows you to craft both mundane and masterwork items made of wood. Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft items made of wood.)

Cartographer's tools – Allows you to draw detailed maps of a place, region or area in absolute detail that is easily readable by any common person. Also lets you hide secret messages into a map that only other Cartographer's can understand. Also allows you to automatically appraise maps and similar drawings for their exact worth. You gain the ability to sell such items for 10% more than you would normally get.

Cobbler's tools - Allows you to craft shoes and boots for all occasions. Snowshoes, fine shoes, etc. Allows you to craft both mundane and masterwork shoes and boots. Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft shoes and footwear.)

Cook's utensils – Allows you to turn food and water that is not so good quality into a masterpiece worthy of consumption. It also allows you to extend trail rations. When there is a party member proficient with Cook's utensils all party members only require a half ration per day. This proficiency also allows you to automatically appraise plates, cups, platters and other kitchen/dining items made of precious metals/stones for their exact worth. You gain the ability to sell such items for 10% more than you would normally get.

Glassblower's tools - Allows you to craft both mundane and masterwork items made of glass. Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft items made of glass.)

Jeweler's tools - Allows you to craft jewelry for all occasions. Items made from gems, stones and precious metals, etc. Allows you to

automatically appraise jewelry, gems and precious and semi-precious stones for their exact worth. You gain the ability to sell such items for 10% more than you would normally get.

Leatherworker's tools - Allows you to craft both mundane and masterwork items made of leather. Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft items made of leather.)

Mason's tools - Allows you to craft items made of stone. Allows you to automatically appraise any item made from stone such as a statue or bust for their exact worth. You gain the ability to sell such items for 10% more than you would normally get.

Painter's supplies - Allows you to create art, both on the canvas and off. You are an artist by your very nature. You can also copy artwork, designs and symbols and even portraits in great detail. Also allows you to automatically appraise all works of art such as paintings, portraits, and other mundane art determined by the DM for their exact worth. You gain the ability to sell such items for 10% more than you would normally get.

Potter's tools - Allows you to create pottery of all types. You are a creator of things by your very nature. You can also copy the designs of other items you find to create pots, dishes, mugs, vases, and other types of artwork that relates to pottery. Also allows you to automatically appraise all works of art such as pots, dishes, mugs, vases, and other types of artwork that relates to pottery. You gain the ability to sell such items for 10% more than you would normally get.

Smith's tools - Allows you to craft both mundane and masterwork items made of metal.

Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft items made of metal.)

Tinker's tools - Allows you to repair/mend both mundane and masterwork items made of metal and leather by using downtime days to repair a damaged item. The amount of downtime required for such a repair is determined by the DM based on how bad the item is damaged. (Required to repair items made of metal and leather.)

Weaver's tools - Allows you to craft both mundane and masterwork items made of cloth, like vestments, and other clothing. Masterwork items cost 100gp more than a normal item. Only masterwork items can be enchanted at a later time. Masterwork items are commissioned items and are not available for purchase normally. (Required to craft items made of cloth.)

Woodcarver's tools - Allows you to repair/mend both mundane and masterwork items made of wood or cloth by using downtime days to repair a damaged item. The amount of downtime required for such a repair is determined by the DM based on how bad the item is damaged. (Required to repair items made of wood or cloth.)

MAGIC ITEM CRAFTING:

Magic items can be crafted from a formula, which is basically a design plan or recipe to create such an item. Formula can be obtained by any spellcaster that is proficient in the Arcana Skill, reverse engineering a magic item in a character's possession. Reverse engineering cost 1 downtime day and destroys the original item in the process to obtain the formula for creation. The formula is general in purpose so for example if you obtained a Wand of Magic

Missiles and reverse engineered it then it would allow you to make a staff of Magic Missiles or a mace of Magic Missiles, etc. The formula pertains to storing the spell in the item of choice.

When a formula is obtained it will have all the requirements and cost for making that item and can be used to create as many items as you have the resources for. Formula are closely guarded secrets and are never sold or traded. Requirements of a formula usually have a creation time, material components needed and any restrictions on who can create it. An example formula is given below.

Example Formula for a Potion of Invisibility

Restrictions: Must be proficient in Alchemist supplies to create.

Time to manufacture: 18 downtime days*

* Multiple characters that are proficient with Alchemist supplies can work together toward this cost.

Appearance: an eyelash encased in gum Arabic, floating in a clear watery sharp smelling liquid with a spicy taste. The eyelash must be consumed when the potion is used.

Cost/Materials: 90 gp worth of materials.

Sell Value: 180gp

RECUPERATING

You can use downtime to recuperate at the end of a long rest. You can use three days of downtime to make a DC 15 Con save. On a save you end one effect currently preventing you from gaining hitpoints or gain advantage on saving throws against one disease or poison affecting you. This must be spent before the saving throw is made.

RESEARCHING

Each day of research costs 2 GP/day on top of your downtime days. The DM determines if the information is available and how many days it will take to find it. Pouring over dusty scrolls and tomes or paying for drinks at bars, you may make an Investigation or Persuasion roll to secure what you're looking for. Passing secures you the information.

TRAINING

250 Days and 500gp learns you a new language or skill or set of tools of your choice. Or you can train in a tool or skill that you are already proficient in and become an expert (adding twice your proficiency modifier to checks in that tool or skill.) .) If you are an expert with a crafting tool set, then crafting time with that tool set is cut in half for your endeavors. Example: If you are proficient with alchemist supplies and then spend 250 downtime days to become an expert with them, then you could make a potion of healing for 25gp worth of materials and do it in 2 days instead of 5. Being an Expert in Arcana means that magic item crafting time is also cut in half.

SELLING CRAFTED ITEMS

You can spend downtime days to find a buyer for an item you crafted and get full market price for it. (Normally items are sold for half value.) For every day of downtime that you spend doing this you can sell one mundane crafted item. For every five days you spend you can sell one masterwork item that you crafted for full value.

SELLING MAGICAL ITEMS

You can spend downtime days to find a buyer for magical items that are unwanted or to sell a magical item that you have crafted. If it is an item that was found then you can sell it for half price, if it is an unused item that you crafted then

you can sell it for the full market value for that item. You must have a minimum of 20 downtime days available to attempt to find a buyer. When you are ready inform the DM and roll a d20, the result is how many days it took you to find a buyer for the item. On a roll of a natural 1 you use up 20 downtime days and no buyer were found. On a roll of a natural 20 then you use up 0 downtime days to find a buyer.

BUYING MAGICAL ITEMS

Buying magical items is not allowed as a general rule, however there are some instances where the opportunity may come up in game where an offer can be made. Or you might here of something through connections with the black markets in a city.



CAROUSING

Characters can spend their downtime engaged in a variety of hedonistic activities. Carousing costs the same amount of money as though maintaining a wealthy lifestyle. (4 gp per day spent doing this activity) When doing this activity inform your DM and then roll percentile dice and

add the number of days you are spending doing it and apply it to the table below for your results.

D100 + DAYS	CAROUSING
01-10	You are jailed for 1d4 additional downtime days for disorderly conduct. And a 10gp fine.
11-20	You regain consciousness in a strange place with no memory how you got there. Robbed of 3d6 x 5 gp.
21-30	You made an enemy. This person, business, or organization is now hostile to you. DM determines the party and you determine how you offended them.
31-40	You are caught up in a whirlwind association with a new comrade. It may be a friendship, business partner, or even a romance. Roll a 1d20. 1-5, the relationship ends badly, 6-10 it ends amicably, 11-20 the relationship is ongoing. You determine the identity of the interest with GM approval. If the relationship ends badly, you might earn a flaw. If it's well or ongoing, you may earn a new bond.
41-80	You earn a modest winning from gambling. Recoup your costs of carousing.
81-90	You cover your time carousing and gain 1d20 x4 gp profit!
91-HIGHER	You make a small fortune. Earn 4d6 x10gp. You are the stuff of local legends!

CREATING A CHARACTER

To create a character for this campaign, follow the steps below. This guide is supposed to supplement the Player's Handbook—not replace it.

New characters begin play at 1st level.

Choose a Race: All Races available in any WotC hardcover for character options are allowed for play, including uncommon races. Monster races must be approved by the DM before creation.

Choose a Class: All classes and character options within each class that are in a WotC Hardcover are allowed for play.

Deities: This campaign takes place in its own unique setting, but you may worship a deity from any campaign world that you like. I personally like the Greyhawk Deities best.

Determine Ability Scores: Every character must generate ability scores either using the 27 point buy method that is listed in the PHB or by following the standard set otherwise known as Standard Array:

[15 (+2), 14 (+2), 13(+1), 12(+1), 10(+0), 8(-1)].

After assigning scores, apply your racial benefits to derive your starting ability scores at 1st level.

You may not roll your ability scores.

Describe your character:

Select the following additional details to help define your character as presented in the PHB:

- Name
- Alignment
- Ideals
- Bonds
- Flaws

- Background

Allowed Alignments: While I recognize that most players are able to portray characters that run a wide range of motivations, there is a need to curtail self-destructive and disruptive behavior. No NE or CE alignments allowed.

Equipment: You gain starting equipment from your class and background as usual.

Hit Points: Hit Points represent how healthy your character is in an abstract way. When you take damage, you lose hit points. Hit Points at level 1 are equal to your class' Hit Die + Your Constitution Modifier. So a human barbarian (d12 hit die) with a 16 con score (+3 bonus) has 15 hit points at level 1.

Trinkets: You can begin play with one trinket from the table in chapter 5 of the Player's Handbook. You must roll on the table and take whatever comes.

CHARACTER ADVANCEMENT

Hit points at higher levels. Whenever you gain a level, use the average hit point value shown in your class entry. No rolling for hitpoints.

Customization Options: Human Variants, Multiclassing and Feats are allowed.

CREATING A RICH BACKSTORY FOR YOUR CHARACTER

Since this is a story driven campaign, it is often a great benefit that your character has a great and rewarding backstory as well.

Below are some questions to ask yourself when writing your character's backstory and please share them with the DM so he can more tie your character into the plot and storyline during the campaign.

1. How does your character interact with the others within a group?
2. What is your character's role in a group?
3. How is your character not as they seem?
4. What are your character's goals, conscious and, perhaps, subconscious?
5. How easily does your character love? Have they been in love?
6. Is your character racist at all, either now or in their past?
7. All people believe something that is not true, both about the world around them and about themselves. What lies/untruths does your character believe about themselves and the world around them?
8. How is your character about material possessions?
9. What does your character perceive their major problems to be?
10. What does your character perceive the solutions to those problems to be?
11. What are your character's religious beliefs?
12. What does your character fear?
13. How much of a temper does your character have? What sorts of things set them off?
14. Where is his/her family? Do they have any siblings? Close friends? Who is important to them?

