

# House Rules

I will require a copy (or the original) of your character sheet at the start of play and after each level advancement. This is necessary for me to keep my notes updated with all necessary character information.

## Character Creation

- All characters will begin the campaign at an ECL equal to the groups average before death - 1, unless you are a new player, with the maximum amount of gold pieces worth of equipment for their level and class. I will allow anything that is equivalent to that ECL that includes playing races with high level adjustments and bonus hit die, as long as it is broken up to the equivalent ECL as shown in Savage Species, also to be noted. I allow any class from an official WotC book, as well as many other books, such as Arcana Evolved and Ebberon, any others should be discussed before hand.
- In the event of character death new characters will be generated at two levels lower than the parties. This number will increment by one for each death. Thus if you have two characters die your new character will be three levels lower than the party.
- NOTE: You may not play a race or class that is what you're replacing! In addition, I'd ask that you not play a race or class concept that you've used before. Also, take into consideration the current needs of group when creating a character.
- Characters will be created using the point-buy system detailed in the Dungeon Masters Guide P.169, with 28 points to spend.
- Any alignment is allowed. Note that regardless of your character's alignment, I expect you to exhibit some degree of teamwork (basically no backstabbing the party when faced with the BBEG).
- I will track alignment, without your knowledge. So do not be surprise if certain spells react differently than expected.
- Most any race is allowed, but those not in the PHB must be submitted for review before hand.
- All PHB classes and those from the complete book series will be allowed, most other will be allowed as well, but must be sent to me for review before hand. You will have to inform me two character levels before you wish to pursue a prestige class. Prestige classes count as a favored multi class for the sake of XP. While in the dungeon, there will be some limits as to classes you can gain new levels in if you do not already have levels. For example, if a 6th level fighter wishes to advance a level in fighter, no problem. A level as a Paladin, Cleric, or even Rogue wouldn't be out of the question. However, if that fighter wished to gain a level of wizard, she would have numerous requirements to gain the level.

Ability Score Cost	
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	8
16	10
17	13
18	16

TABLE 5-1: CHARACTER WEALTH BY LEVEL

Character		Character	
Level	Wealth	Level	Wealth
2nd	900 gp	12th	88,000 gp
3rd	2,700 gp	13th	110,000 gp
4th	5,400 gp	14th	150,000 gp
5th	9,000 gp	15th	200,000 gp
6th	13,000 gp	16th	260,000 gp
7th	19,000 gp	17th	340,000 gp
8th	27,000 gp	18th	440,000 gp
9th	36,000 gp	19th	580,000 gp
10th	49,000 gp	20th	760,000 gp
11th	66,000 gp		

## Combat Notes

- Gunpowder weapons are allowed.
- In order for a character to stabilize at negative hit points, the character must make a CON save at DC: 15. Also, instead of dying at -10 HP a character does not die until he reaches -(10+CON). So a character with a CON score of 16 would not officially die until he reaches -26. Additionally, if a character does die in combat, but is brought back within 10min per HD, there is no XP drain or bed rest needed, but CON will drop 1 point, regardless of which spell is used.
- The variant rule concerning "Striking the cover instead of a missed target" (P. DMG) will be used if it's critical in the game.
- I use a variant rule for critical misses. A confirmation roll must be made, if it fails as well the character suffers an attack of opportunity, and if it was a ranged attack roll use splash rules P. 158 PHB, but add 1d8 to the distance from that point. That is where the attack hits.
- The variant rule concerning "Defense Roll" (P. DMG) will be used at the option of the DM or a player, before the character is first attacked in a given round. You may thus choose from round to round whether you wish to

make a defense roll or "take 10" for your armor class.

14. The variant rule concerning "Instant kill" (Page 28, DMG) will be used.

15. The variant rule concerning "Skills with different abilities" (Page 33, DMG) will be used when appropriate.

16. The variant rule concerning "Critical success or failure" (Page 34, DMG) will be used, as long as the player remembers.

17. The variant rule concerning "Saves with different abilities" (Page 35, DMG) will be used when appropriate.

18. Just to be safe I will say that I will to use all variant rules discussed in the DMG if it is discussed with me by the player.

19. I use the fate point system later in this document. They can be spent at any time during game play.

20. I have different rules for resurrection and certain spells in my game. At the DM's discretion XP debt can be allowed instead of de-leveling a character, in even of XP drain.

- **Raise Dead:** Characters always lose 2 to their CON and an amount of XP equal to the amount it took them to attain their current level.
- **Resurrection:** Characters always lose 1 to their CON and an amount of XP equal to half the amount of XP it took them to attain their current level.
- **True Resurrection and Wish or Miracle:** Characters always lose 1 to their CON.
- **Gate:** Makes character age 1 year, or pay 100xp for traveling, and 1000xp for calling.
- **Wish and Miracle:** Can duplicate any level 9 spell regardless of school or class.
- **Bears Endurance and etc:** Buffing spells can affect any ability score at will at time of casting.
- **Summons:** Any time you may generate your own creatures stats with a 25 point build, following basic rules for its race. Also, read P. 37 of the DMG for more options.
- **Planar Ally:** You must contact the planar creature before hand and negotiate the terms of future summons, costs at time of summons are negated as long as this rule is used.
- **Spell Resistance:** Does not apply to anything with a energy type descriptor, but still functions normally against other spell effects.
- **Constitution Score changes:** When a character improves his Constitution either through Rage, Polymorph, Shape Change, or similar, the change in bonus HP per HD is gained as a temporary HP bonus.
- **Blind Fight** By taking this feat you also gain the benefit of moving at your normal speed, when blinded or in a darkened area. You still lose your DEX bonus to AC when in a circumstance such as these.

### DM Pet Peeves that will likely set your character on fire

- Role attack and damage die at the same time, and state "AC # (that you could hit), and total damage dealt" If it is a touch attack state "Touch attack" instead of AC.
- If you forget to add something either a bonus or effect, at the time of the action, and you do not realize it until after the fact, too bad it's not there for that action.
- Please state "Out of character" or "In character to NAME" before talking.
- If your miniature does not move during combat then your character did not move.
- You have five seconds to state what you are doing each round.
- If you have any questions about something ask them. Because if the description I give turns out to not be insufficient enough and something unforeseen happens it will be two late.
- At any time you can use average, or half of the die, for any die roll other than a d20. Example: weapon damage, spell damage, spells duration, hit point generation.

# Fate Points

## Description on How to Get Points

- Bring in food for the group 2
- Show up to game on time 1
- Playing your character appropriately for group or class 1-3
- Working well with the group in and out of character 3
- Sacrifice for the sake of the group or NPC 1-10
- Perform a stunt successfully 2
- Develop a combat strategy that works 1-3
- Write a two page character background 5
- Post regularly on message board 1
- Write a synopsis about the nights session, minimum of one page 1-3
- Generally good role playing 1-5

## Description How to Spend Them Cost

- Change the story (minor, moderate, major) 2, 5, 10
- Gain a number of XP equal to 50 X Character Level 1
- Bonus of +10 per point (max +20) on any one d20 roll (must be chosen before roll) 1-2
- Re-roll any one roll, take the better of the two 1
- Heal 5/HP per level 2
- Increase save DC for skill or spell saves +2 per point 1-5
- Gain 1 MP per level per fate point 1-5
- Switch out a memorized spell for a different one you have, but not prepared 1
- Increase any ability score by one points (can only be done at the time you level up) 10
- Gain five extra skill points (can only be done at the time you level up) 2
- Win lottery, Get one free treasure for encounter of your level Table 3-3 ( role play only) 3
- Confirm a critical hit (as long as you actually are capable of doing so) 1
- Turn a successful hit into a critical hit, which still needs to be confirmed 1
- Force a re-roll when the DM rolls a critical on you 1
- You do not botch for one round 1
- Gain one extra use of a special ability; rage, bard song, turn undead, wild shape, Ki strike, etc. 2
- Untouchable for 1 round/Level Natural 15 on all D20 rolls (still subject to illusory effects) 8