**D&D 2013 Stronghold Revisited: Exploration of Ket**

<http://www.modernfables.net/Jeff/Exploration>

Character Creation Rules

1.0 Background Information

This game will be utilizing all features of the 3.5 version of the D&D rules. As with many other D&D games we have played, your group will be the standard “mixed bag” of character classes, races, and alignments. While I place no major restrictions on many of the game elements, we all expect the group to work together. Further, if anyone has any questions or special requests with regard to your character background, or simply need some helpful suggestions, please feel free to email me (aventrue@ca.rr.com) anytime.

I reserve the right to modify any of the rules contained herein.

# 2.0 Current Situation

* 1. *Where you are now and why*

As stated in prior communications the adventures will originate within or around the Perrenland region of the world – essentially the same region your previous group of (older) characters started. However, your futures – and the areas to which you journey – will diverge significantly from your group of high level characters. More information is available in a separate Game Background document.

Your characters (all first level) will come into this area in search of adventure or employment, or both.  Some of you have already provided some excellent character backgrounds that also help to get your character to this part of the world.  That part of the world is the Stronghold in the mountain pass to the south of Perrenland.  My last two D&D games featured this.  For those of you in my older game (early 2000s), your older characters at the Stronghold will also be used, though in a very limited fashion.  In essence, when your new starting characters arrive, your older characters will pick from among them (in game) to be a mentor, and your new group of starting characters will be organized into a group which will then go adventuring to the lands in the south.  If anyone has a question about your older characters, please let me know.  (Note, your older character will not be allowed to mentor your newer character – your older character must mentor someone else’s newer character.)  IF YOU DID NOT HAVE an older character in the last Stronghold campaign, or if your character left or was (permanently) eliminated, no worries.  There are a few high level NPCs at the Stronghold who will end up mentoring a few of the starting characters.

* 1. *How you got there*

By hook or crook – you have all traveled to Krestible, a small baronic city near the Great Pass in Perrenland,. From there you will travel to a town called Marikest, at the northern mouth of the Pass, and begin your employment.

* 1. *Your Future*

Plan on the first adventure(s) being outdoors – rough terrain and at higher elevations.

3.0 Character Roles and Creation Details

*3.1 Character Basics*

Each player is to create one new character using the 3.5 edition D&D rulebooks.

Ability Scores are completed as follows (c.f. DMG p.169). All ability scores start at base 8. Using **28** points adjust your ability scores based upon the chart below. For ability scores of 14 or lower, you buy additional points on a 1-for-1 basis. For ability scores higher than 14, it costs more (see the table below). Note that there will be additional opportunities to raise your ability scores.

**Ability Point Ability Point**

**Score Cost Score Cost**

9 1 14 6

10 2 15 8

11 3 16 10

12 4 17 13

13 5 18 16

* + 1. *Race*

Any standard race is allowable. Preferred races include: human, half-elf, elf, dwarf, gnome, halfling, and half-orc. If you have a desire for a special race, please speak with me about it prior to the first game. Make your character’s age between 16 and 30 (or equivalent, depending on race).

* + 1. *Class and Alignment*

Players may choose any standard class as listed in Player’s Handbook. All characters have the options of choosing specialty and prestige classes (once they satisfy the requirement criteria) later as they gain more experience. Most prestige classes will be available, though there may be a few restrictions. When the time comes, please discuss with me *prior to* selecting any prestige class for your character.

All alignments are available.But you should chose anticipating working together, which generally for this group means good and neutral alignments (law or chaos).  I may provide more on that later (law vs. chaos, good vs. evil, and neutral).  But (for example) the best followers of order and mission are LN and LG.  (For example, if given an order a LN person might say “yes sir” where a CG person may say “alright, fine.”  Not literally, but you get the point.)

* + 1. *Level*

All new characters will start at 1st level *with 500 experience points*. Anyone that has the ability to craft scrolls (or equivalent) may expend some of these points to do so before the game begins, also noting that such crafting also requires cash. You will then progress in levels normally.

Upon reaching 2nd level, anyone wishing to multi-class may do so immediately without need for special training or expense, observing the standard experience point restrictions for non-favored classes. (The rules regarding multi-classing can be found in the Players Handbook, pp 59-60).

Experience will be awarded in the standard way, same amount to each player that remains for at least half of a game session. Level advancement will take place immediately upon achieving the necessary experience points needed for that level – *training* cost and time rules will not be used as long as the characters remain under the employment of Lord Ordin or the Keepers of the Stronghold (i.e. your older, high-level characters).

* + 1. *Starting Wealth and Equipment*

Characters will each start with 250 gold pieces. There are opportunities to gain additional starting funds, but those are detailed in the **bonus points** allocation section of this handout.

You must use this starting money to purchase any and all specialty equipment as well as any spell components costing 10gp or more. Do not worry about purchasing starting clothing, armor, or weapons, as good quality versions will be provided to each of you once you enter employment. All equipment listed in the Players Handbook as well as the Arms & Equipment Guide is available for immediate purchase. Should you have sufficient funds, minor magic items (such as potions) as found in the DMG are also available for immediate purchase, standard book cost. If anyone has a particular desire for some type of specialty item not found in *standard* books, please discuss with me prior to purchasing that item.

Trinket/Heirloom: Each character will receive a minor item for free – a token, trinket, magic item, or device of some sort, whether it be a family heirloom your character travels with, or something you picked up (found/bought/stole) along the way.  The effects of these items will vary (such as +1 on a saving throw, a bonus to a skill such as open lock or heal, or some other minor upward adjustment).  If you wish to create the item yourself (describe what it is and how you came by it) it would help me in determining its intrinsic (and magic) value to your character.  Please consult with me for the specific benefit your trinket will provide. *This is in addition to the possible purchase of a second trinket via bonus points* (see 3.1.7)

* + 1. *Spells and Spellcasters*

For those that select Sorceror or Wizard as character classes, please observe the standard rules for familiars and spellbooks, as well as starting spells. For Wizards, you can add *three* new spells to your spellbook per level after 1st level (rather than the standard two per level as detailed in the PH). There will be an additional opportunity to add additional spell(s) to your spellbook prior to the first game.

* + 1. *Character Death and Rejuvination*

As we all know, death in the D&D realm is always a possibility. There will be resurrection opportunities, but they will generally be costly both in terms of cash as well as services, quests, or promises. If you instead choose to create a new (replacement) character, you may do so. Replacement characters begin the game at a level equal to the lowest character level currently active in the game. (For example, if your group had three 5th level characters and two characters midway between 4th and 5th level, a replacement character would start at the beginning of 4th level.)

Character death occurs at –CON hit points. This is a change from -10 hit points rule used previously.

* + 1. *Special Bonuses*

Once you have finished creating your character drafts, there will be bonus points that you may then allocate to your character. This is in part to add some additional distinctiveness to each character. Each character will be awarded the same number of bonus points to allocate. The point allocation chart follows below:

**Starting Bonus Points**  = 150

You may spend your total bonus points (BPs) as follows, and may select particular bonuses more than once, subject to some limits. Unused points may not be used later.

Bonus Cost Limit

+25 gold pieces *(starting money)*  5 no limit

+1 Reputation point *(see Character Starting Variants, UA pg.181)*  10 max of +2 points

+1 Skill Point/Rank *(any applicable Skill)* 15 limit of +4 per Skill

+1 1st level Spell *(for Wizard’s Spellbook or Sorceror memory)* 30 no limit

+1 to starting Hit Points 30 no limit

+1 to Ability (any – even same one 1+ times; may raise to 18 max) 50 no limit

Minor Magic Trinket *(see below)* 75 one only

+1 bonus Feat *(any applicable, must meet prerequisite if any)* 100 one only

Magic Trinkets: This is *in addition* to the trinket/heirloom that you each receive for free*.* Choose one from the following list. These are items also given to you by your family, friends, village, or whatever. You may create whatever design for the item you see fit, but if possible design it appropriate for your character background and culture (possibilities include magic feather, ring, small medallion, belt buckle, earring, hair clip, cap or hat, brooch, pterodactyl, etc.) Each trinket has a maximum resale value of 250 gold. The item can:

* Cast one 0-level arcane or divine spell once/day (per DMG tables 7-23 & 7-24; no exceptions); device is usable only by *your* starting character class, at your current level
* Cast one 1st-level arcane or divine spell once/week (per DMG tables 7-23 & 7-24; no exceptions); device is usable only by *your* starting character class, at your current level
* +1 Bonus to Saving Throw for any one category (FOR, REF, or WIL); always active as long as trinket is worn; can be used by *any* character class
	+ 1. *Hit Points*

All characters start the game with maximum hit points (plus Con bonus, if any) for their initial starting class. Thereafter, characters will gain hit points per level using the following chart (based on hit dice). Add in Con bonus per level, if any, as usual.

HD Type Number of HP/level

D4 3

D6 5

D8 6

D10 8

D12 10

Once characters reach 6th level, and thereafter, hit points shall be *rolled*, rather than a static figure assigned. Rolls for additional hit points are to be made in-game, and all rolled 1s count as 2s.

4.0 House Rules

**Dodge** feat adds +1 to the character’s armor class without having to assign it to a specific opponent. The bonus is still lost if the character is caught flat-footed.

**Potions** can take many different forms and can be used to add flavor to the campaign. For example, a potion of Jump may take the form of a grasshopper leg instead of a liquid elixir. Special potion forms are decided upon creation of the potion.

**Temporary Hit Points** are “bonus” points that are taken off first when a character is hurt. The published rules state you can die after you lose your temporary hit points. This is no longer the case. In the case of the Barbarian Rage ability, you only get a number of temporary hit points for each *Barbarian* class level – not the total character levels in the case of a multi-classed character.

*4.1 Rules Variations*

There is a separate handout (Character Starting Variants) which lists certain rules variations which will be applicable. Those variations are found in Unearthed Arcana.

Use of variants for PC characteristic substitution (i.e. wizard losing ability to summon a familiar in exchange for something else) will be used – please consult with me if you have a preference in that direction.

As part of character creation, I am allowing use of the Flaws variation as found in the Unearthed Arcana book.  In addition, the link below provides some additional (and interesting) flaw options for you to take if you wish.  Please note that the maximum number of starting flaws is TWO.  Should anyone want to take more than two, please consult me privately.  You could take more than two if and only if the additional flaw(s) follow a psychological or physical pattern for your character.  And some of the flaws may be far more debilitating than others.  I reserve the right to make adjustments, and I am not allowing any single flaw to award more than one bonus feat. Be warned that if you have more than two flaws you risk having a weakened character – not just in the sense of the negatives for each flaw, but their possible cumulative effect on your character’s development in the future.

The following link provides additional information on many new Flaws that are available:

<http://www.dandwiki.com/wiki/3.5e_Flaws>