

# Living City CAMPAIGN

## CHARACTER CREATION GUIDELINES

VERSION 3.01—NOVEMBER, 2000

These guidelines provide the basic information you need to create a starting LIVING CITY™ character. Please be aware that these guidelines, like the LIVING CITY campaign, will change. Our commitment to you is that any changes will add options to characters (as more D&D® or FORGOTTEN REALMS® material is published), not take away options, but very infrequently we may have to restrict options that were previously available. We will only do so after careful consideration. These guidelines have a version number and date. All LIVING CITY characters must comply with the most current version of the D&D *Player's Handbook*, *Forgotten Realms Guidelines*, any allowed supplements, and this document.

When options are added for characters, you may add them to your character at the next normal opportunity, level advancement. You may never re-make a character because we have added a new option. See "Adding New Material" near the end of these guidelines for more information.

To create a 1<sup>st</sup> level character, turn to page 4 of the *Player's Handbook* and use the steps outlined in the Character Creation Basics section except where they are modified as outlined below or in the *Forgotten Realms Guidelines*. The hierarchy for which source takes precedence is as follows: Character Creation Guidelines, *Forgotten Realms Guidelines*, *Player's Handbook*.

### Step 1: Ability Scores

To put all players on an even footing, the LIVING CITY campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D® *Dungeon Master's Guide*. The LIVING CITY setting is considered a "High Fantasy Campaign," hence, each character uses 32 points distributed among all six statistics, just as the *Dungeon Master's Guide* indicates on page 20.

Score	Cost	Modifier
6	--	-2
7	--	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	--	+4
20	--	+5

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans, and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

### Step 2: Choose Race, Class, and Region

#### Race

All players must choose a race for their character. Players may choose from the following races: human, shield dwarf, gold dwarf, moon elf, sun elf, wild elf, wood elf, rock gnome, half-elf (including half-drow), half-orc, strongheart halfling, and lightfoot halfling. Descriptions, game mechanics, and role-playing hints are included in the *Forgotten Realms Guidelines*.

#### Class

Nearly all the information in Chapter 2: Classes of the *Player's Handbook* applies to the character classes of the LIVING CITY Campaign. The entries that follow focus on what is peculiar to the LIVING CITY Campaign rather than summarizing the facts in the *Player's Handbook* and the *Forgotten Realms Guidelines*.

#### Barbarians

Barbarians may not have "the Vast" as their home region.

#### Cleric and Druid

Clerics and Druids must serve a specific non-evil deity from the *Forgotten Realms Guidelines*. If you multi-class, your new class must allow your current patron deity as well. Please see the section "Changing Deities" later in this document, for information regarding the penalties for changing patron deities.

Druids may begin play with one animal companion. Others may be acquired according to the class description in the *Player's Handbook*. Druids who live in Ravens Bluff (or any other city in the campaign setting) may only acquire half the normally allowed hit dice of animal companions, as the animals won't live in the city.

#### Monk

Monks may be from any non-evil monastic order, as listed in the *Forgotten Realms Guidelines*. Belonging to an order is not required for the character, but to take advantage of the multi-classing options available to monks in the FORGOTTEN REALMS campaign, the monk must belong to a published order and use that order's multi-classing options.

#### Paladin

Paladins may choose any of the following as a patron deity, and may never have a patron deity who is not on this list: Arvoreen, Berronar Truesilver, Clangeddin Silverbeard, Cyrrollalee,

Gaerdal Ironhand, Garl Glittergold, Gorm Gulthyn, Horus-Re, Ilmater, Moradin, Nobanion, Osiris, Torm, Tyr, Yondalla, Azuth, Helm, Hoar, Jergal, Kelemvor, Red Knight, Savras, Siamorphe, Ulutiu, Urogalan, Baervan Wildwonderer, Baravar Cloakshadow, Chauntea, Deneir, Eldath, Flandal Steelskin, Gwaeron Windstrom, Hathor, Isis, Lathander, Marthammor Duin, Mielikki, Milil, Mystra, Segojan Earthcaller, Shiallia Peryroyl, and Sune.

### Ranger

A ranger must choose a non-evil patron deity by the time the character reaches 4<sup>th</sup> level in the Ranger class.

### Sorcerer and Wizard

The following are special familiars allowed in the LIVING CITY Campaign:

- Hairy spider†- Poisonous bite, darkvision
- Lizard, tiny- Master gains a +2 bonus on Climb checks.

†This creature is described in *Monster Manual Appendix: Creatures of Faerûn*.

**Prestige Classes:** The following Prestige Classes are allowed for PCs: Arcane Archer, Archmage, Champion, Devotee, Disciple, Dwarven Defender, Hierophant, Loremaster, Runecaster, Seeker, and Shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide* and the *Forgotten Realms Guidelines*. Other prestige classes may become available as part of the meta-campaign organizations, or as additions to these guidelines.

### Region

The *Player's Handbook* only requires you to choose a race and a class, but the FORGOTTEN REALMS campaign setting also requires you to choose a region in which your character grew up (or at least gained most of her early experience). Your region helps define your character as part of the world of Toril and provides additional choices for which feats and equipment you can have. You may choose to be from any region given in the *Forgotten Realms Guidelines*. All regions and their corresponding regional feats are allowed, with the following exceptions:

- Dwarf, Gray; Elf, Drow; Gnome, Svirkneblin- These 3 are not allowed at all, without special certificates.
- Evermeet- Only elves (with no drow blood whatsoever) are allowed to take this region.
- Rashemen- You may be from Rasheman, but may not select the Ethran feat.

Another note on regions. As per the *Forgotten Realms Guidelines*, characters may also have access to regional feats after purchasing 2 ranks of Knowledge (local) for that region. In the LIVING CITY Campaign, you may select "The Vast" as a secondary region with only the skill rank cost. For any other region, your character must acquire the skill ranks and spend 365 day units (see below) living in the region. This means your character may be out of play for at least a year, and any carryover must be subtracted from the next year's total.

### Step 3: Hit Points

At 1<sup>st</sup> and 2<sup>nd</sup> level, assign your character maximum hit points for its class, including any Constitution bonuses. For each

additional character level, assign hit points according to the new class by 75% of the maximum value for the class (rounding down), then adding any Constitution bonus. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class, plus any Constitution bonus, if applicable. A character adding a level of Fighter adds 7 plus Constitution bonus.

Paladin bonded mounts also use 75% of maximum hit points per hit die to calculate hit points. Druid animal companions use the standard "average hit point" values from the *Monster Manual* or other source describing them.

### Step 4: Skills

Players should follow the guidelines listed in the *Player's Handbook* with regards to calculating and choosing skills.

A few skills need brief additional rulings:

- **Alchemy Skill and Craft Skill:** These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5).
- **Knowledge skill:** Knowledge skills cannot be anachronistic. Remember that the more specific a field of knowledge, the lower the difficulty class for information related to that knowledge – it is better to be specific in what you know. Knowledge skill ranks only allow Synergy bonuses to other skill checks at the DM's discretion.
- **Profession Skill:** At this time, profession skills can only be chosen from those listed in the Profession skill description in the *Player's Handbook*.

### Step 5: Equipment

A starting character receives the maximum amount of gold pieces for its class.

Players may purchase any equipment from **Chapter 7: Equipment** in the *Player's Handbook*, with the exception of tanglefoot bags, smoke sticks, and thunderstones. You may not purchase magical items for your character except through play opportunities.

The Carrying Capacity rule is used in the LIVING CITY campaign, so keep track of what your character is carrying and how much it weighs.

### Step 6: Select Feats

Characters in the LIVING CITY Campaign may select feats using the guidelines in the *Player's Handbook*. In addition to the feats listed in the *Player's Handbook*, players may choose the feats listed in the *Forgotten Realms Guidelines*. Please note that some of these feats are "regional" feats, and as such, are restricted to characters from that region, as mentioned in the *Forgotten Realms Guidelines*.

PCs are not allowed to take the following feats from the *Forgotten Realms Guidelines*: Ethran, Sadistic Training, and all Shadowweave Magic Feats.

The Cast Runes feat has been modified in the following way: portable rune objects may be created during an adventure, and

use the same rules as for scribing spells and making potions, below. Any other runes lose their magic at the end of an adventure, unless created through a meta-campaign activity.

## Step 7: Describe Your Character

You must choose an alignment from among the following: Lawful Good, Lawful Neutral, Neutral Good, Neutral, or Chaotic Good. Your alignment choice must meet all requirements for your character's class. Please note: no alignment allowed in the campaign is a free ticket to play an evil PC in any way. Evil characters (as determined by actions) are not permitted in the campaign. Any infraction of this will result in the immediate loss of said character. PERIOD.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of **Chapter 6: Description**, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING CITY campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

## Step 8: Patron Deity

All characters in the LIVING CITY Campaign are expected to choose a non-evil patron deity, as outlined in the *Forgotten Realms Guidelines*. Those that do not choose a patron deity are not allowed to be brought back from the dead in any fashion. The worship of evil deities is not allowed for player characters.

### Changing Patron Deities

Divine spell-casters (clerics, druids, paladins, rangers of 4<sup>th</sup> class level or higher, and members of certain prestige classes) suffer serious penalties for changing patron deities. Any of the aforementioned character classes that change patron deities must spend 163 day units (to represent the quest that must be undertaken), and pay the NPC priest who casts the *atonement* spell 500 gp plus a magic item worth 500 gp per character level. If the item is worth more, the priest does not make change. Please note that the *atonement* can only be cast by the local NPC high priest of the patron deity you are changing to; NO PC priests are allowed to cast this *atonement* spell for other PCs.

Divine spellcasters who are reincarnated as a different race may change to the racial deity for the new race which most closely matches the spheres and interests of the deity from the old race. This change does not cost anything. If the same character changes to a new racial deity that has different spheres or interests than the old one, the character must pay the full cost for changing deities. For example, a human divine spellcaster is reincarnated as an elf. The character previously served Sune. The character can change deities to Hanali Celanil, the elven "equivalent" of Sune, with no cost. A change to any other elven deity requires the character to pay the full cost.

Characters not receiving divine class powers may change patron deities as they desire.

## Step 9: Playing your Character

### Day Units and Character Logs

Day units are used to record how PCs spend their time. By using day units, you do not need to worry exactly in what order

adventures took place, or exactly when you researched a spell or created an item. Day units save you from taking your character out of play to perform non-adventuring activities. A day unit equals one day out of the campaign year. *All* players are required to use and keep track of these day unit costs on a log sheet.

Every year, a PC receives 365 day units to spend on its activities—adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take 5 day units (unless specifically specified as otherwise). This represents not only the adventure itself, but also training in your respective classes, taking care of normal personal business, repair of equipment, and other day-to-day activities that are not a real part of the LIVING CITY Campaign.

A character log is a set of sheets that track information about which adventures the character has participated in, the judge information, any experience or treasure gained, and any notes about the adventure. Logs also are used to track meta-campaign activities and entries for any other character-changing event (such as changing deities if there is a cost). Logs are required for all LIVING CITY characters.

### Learning New Arcane Spells

Wizards learn two new arcane spells when advancing a class level in the Wizard class; these are learned as part of training time. Any additional spells the wizard wants to learn cost additional time as described on page 155 of the *Player's Handbook*: one day unit to learn the spell, and one additional day unit per spell level to write it into a spellbook. The LIVING CITY Campaign does not require a Spellcraft check in order to learn a new spell.

Sorcerers and bards must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards learn new spells as part of their training time, and do not incur additional day unit costs.

### Banned Spells

There are some spells that are not suitable for PC use in the LIVING CITY Campaign environment, because they require campaign staff administration. The following spells are not available to for PCs to cast: *true resurrection* and *permanency*. These spells may be allowed as in meta-campaign activities.

### Restricted Spells

There are three spells that has been deemed restricted by the LIVING CITY Campaign Staff.

- The *wish* spell is allowed for PC use, under the following provisions: the only uses are those listed in the bullet points, as shown in the *Player's Handbook* listing of the spell, with two exceptions. 1- Any magic items created by the casting of this spell only exist for the adventure in which the spell was cast, and disappear when the game ends. 2- All castings of the *wish* spell that grant ability point increases must be cast through a meta-campaign activity.

- *Miracle* is restricted to the 1<sup>st</sup> three bullets in section 1 of the spell and the 3 bullet points in section 2 of the spell, as listed in the *Player's Handbook*.
- *Polymorph other* effects end at the end of the adventure in which the spell was cast, and are not permanent.

### Certificates

You will be issued certificates for things and favors that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:

*Validation:* Certificates must be signed in ink by the DUNGEON MASTER® who issues them, and the DUNGEON MASTER'S RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

No player may have, on any of his or her characters, any items from any scenario that the player has written. No player can have, on any of his or her characters, a certificate with the player's own signature as judge of the game where it was earned.

*Use Restriction:* Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

- Common—A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.
- Unusual—A character can possess only one of these items.
- Rare—Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.
- Unique—Only one of these exists in the campaign.

The categories apply by item and scenario name. For example, if your character happens to get item X from scenario A, and it is considered "unusual," then your character can own one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

*Trade Policy:* Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner. No player can trade item certificates between his or her own PCs, no matter by what means (including passing through several other characters' hands).

Certificates in the LIVING CITY campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

### Leaving the Campaign

Characters that reach 20<sup>th</sup> character level may not be played in the LIVING CITY campaign.

### Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

- *Craft Items:* Items made using the Craft skill cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 day unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.
- *Brew Potion:* Creating a potion takes material resources (gold) and experience points as indicated in the *Player's Handbook*. Creating a potion costs 1 day unit, and only one potion may be created per adventure played. Potions created this way may not be traded, but may be given to other PCs to consume during an adventure.
- *Scribe Scroll and Cast Rune:* Creating a scroll or rune takes material resources (gold) and experience points as indicated in the *Player's Handbook* or *Forgotten Realms Guidelines*. The time to scribe a scroll should be calculated from the description in the Scribe Scroll Feat in the *Player's Handbook*. The minimum cost is 1 day unit, and always round up to the next whole day unit. Only one scroll can be scribed per adventure played. Scrolls and runes created this way may not be traded, but may be given to other PCs to use during an adventure.
- *Other magic creation feats:* Costs (in gold, experience points, and day units) for creating other magic items are covered on a case-by-case basis. These items require certificates, so though you may have the pre-requisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use the meta-campaign procedure for doing so.

### Adding New Material

The Campaign Staff understands that Wizards of the Coast is continually creating new and wonderful additions to the D&D game, and the Forgotten Realms setting. It is our desire to implement these additions as quickly as possible while maintaining the long-term playability of the campaign. With this in mind, we have developed a schedule for the implementation of new material into the campaign. All new material that the Campaign Staff deems is appropriate for the campaign will be summarized in this document. We are committed to updating this document with any new material information on the 1<sup>st</sup> Monday of every even-numbered month (Feb, Apr, June, Aug, Oct, Dec). If there is new information, the version number and

date of this document will be changed. If there is no new information, only the date of this document will be changed. The Campaign Staff reserves the right to review all new material for a period of at least 6 months, before making a decision on its suitability for use in the LIVING CITY Campaign.

## **Guidelines for Ethical Play**

We expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

### **PLAYERS**

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

### **DUNGEON MASTERS**

1. You are the DUNGEON MASTER. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

### **ADMINISTRATION**

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our game masters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the DUNGEON MASTERS.