

Character Creation

We're using *mostly* standard 4th Edition rules in a custom "points of light" setting. I've detailed the major house rules near the bottom of this document.

Unless I specify otherwise, you can pull Feats and Powers from any of the official published sources (including Dragon and Dungeon).

Setting

Don't make too many assumptions about the setting. It's inspired by standard D&D 4E's "points of light", but there are cosmic differences here and there.

Orcs were created by the screnj (half-orcs) and brought to Ivir from another world. Shifters were once subordinate to the elves and eladrin.

Formorians, Shadar Kai, and various other creatures either don't exist in Ivir or are significantly altered. The Feywild and Shadowfell are different but share many of the same qualities.

Some of the standard races have had their origins altered substantially.

Part of the scope of the campaign will be the gradual revelation of the greater world, it's history, and cultures. Some creatures may not act precisely as D&D canon suggests.

Races

Check out the *Races* document to see how the standard races deviate from the D&D 4E assumptions. You should at the least read about the race you wish to play.

All races from PHB and PHB2 are allowed.

Also allowed are Revenants (Dragon 376), Warforged (Dragon 364), and Minotaurs (Dragon 369). I'll send you the appropriate articles if you're interested.

Genasi (Forgotten Realms Player's Guide) are fine.

Drow are out.

If there's a race you really want to play from the back of MM or MM2, make me a pitch and I'll consider it.

Classes

All classes from PHB and PHB2 are allowed. Swordmage (Forgotten Realms

Player's Guide) are fine.

Hybrid Classes (beta rules from Dragon) are out.

Ability Scores

You can use the Point Buy method from the PHB or choose one of the following standard arrays (these are the same ones in the PHB):

14, 13, 13, 13, 13, 13
14, 14, 13, 13, 13, 11
14, 14, 14, 12, 12, 11
14, 14, 14, 14, 12, 8
15, 14, 13, 12, 12, 11
15, 15, 13, 12, 11, 10
16, 15, 12, 11, 11, 10
16, 14, 14, 12, 11, 8
16, 16, 12, 10, 10, 10
16, 16, 12, 11, 11, 8
17, 15, 12, 11, 10, 8
17, 14, 12, 11, 10, 10
18, 13, 13, 10, 10, 8
18, 14, 11, 10, 10, 8
18, 12, 12, 10, 10, 10

I don't expect you to make your character personalities map directly to your ability scores, but I'd like it if you could draw from your scores for inspiration at times. A character with an 8 INT can occasionally have a moment of brilliance.

Languages

There are altered language restrictions for races.

On Ivir, our setting, dwarves guard their language. Only dwarves start with Dwarven. Deva begin the game with Supernal. Goliaths start with Deep Speech instead of Giant. Shifters start with Elven.

Orc is a separate language which replaces Giant. Orcs, ogres, half-orcs, and a handful of other denizens speak Orc. Giants speak Common and sometimes Primordial.

This is the list of standard languages you can choose from if your race allows a language choice:

Deep Speech, Draconic, Elven, Goblin, Orc, and Primordial.

You can take the *Linguist* feat to learn any language, even Dwarven, Supernal, Abyssal, and Forgespeak (warforged). *Linguist* still gives you three languages, even if you pick one of these "forbidden" languages.

Backgrounds

We're using the Background rules from PHB2. You gain the benefit of any one background choice, but I encourage you to pick the standard five (Geography, Society, Birth, Occupation, and Racial) to help flesh out your past (especially if you don't have a character history in mind already).

Deities

Ivir has its own pantheon. Check out the *Deities* document for information about the gods of Ivir, especially if you're playing a divine class. Choose Channel Divinity feats and powers as you believe are appropriate for your chosen deity. You can also choose to worship nameless local spirits.

Character Concepts

I'm not looking for anything detailed as far as character write-ups. I'd like you each to "fill-in-the-blanks" on a couple of things to give your character some dimension from the very beginning: Personality and Motivations.

Here's an example:

Personality: Stubborn about small things; casually duplicitous; cannot abide the slightest harm done to women or children.

Motivations: Wants to prove himself better than the naysayers back home; Lives for the thrill of the hunt; Takes pleasure in misleading those who would challenge him.

If you want to go further with it, please do!

If you want more information about the setting, I'll be happy to collaborate so that your character is rooted firmly in the world.

House Rules

These could change as we go, and I'm sure we'll add more as we deem necessary.

1d20 rolls are 1d10+1d11-1

This provides for a nice curve which makes 1s and 20s rare enough to be spectacular while also making it less likely that you'll roll less than 10 three times in a row. On average, the more skilled character will win more often.

To keep criticals from being too rare, a roll of 19 or above will be considered a critical with a standard weapon. A weapon that normally crits on 19+ will then crit on 18+, etc.

This is something I want to try out, if it doesn't work so well, we can always switch back to standard d20s.

Note: This applies only to standard checks, attack rolls, etc. Damage rolls of 1d20 will still use an actual 1d20.

Fate Points

Characters will each have a separate pool of Fate Points they can add to and draw from for the occasional spectacular moment.

Each character has a maximum number of Fate Points equal to one fourth the total of his two lowest Ability Scores (rounding up at .5). So if your lowest scores are an 8 in CHA and an 11 in CON, you have at most 5 Fate Points $((8+11)/4)$.

You begin the game with maximum Fate Points.

You can spend Fate Points in two different ways.

1. You can force anyone in sight, or involved in the same encounter, to re-roll a check, attack, or damage roll. The re-roll must be used, whether it is higher or lower than the original roll.
2. You can give anyone in sight, or involved in the same encounter, a flat +5 (or -5) Fate bonus to any check, attack, or damage roll. Fate bonuses stack, so you can spend three Fate Points to get a total +15 to one roll. You can spend Fate Points this way even after the check, attack, or damage has been rolled.

You can use Fate Points in both ways together at the same time if you have enough of them. Spending a Fate Point is a free action limited only by the number of points you have.

You can use Fate Points on your own rolls, on the rolls of your allies, and on enemy rolls.

Fate Points do not naturally replenish. Once they are gone, they are gone for good unless you buy more Fate Points.

You can at any point make an offering to any deity, good or evil, at a temple or in a solemn ritual to replenish Fate Points. Nonreligious characters can simply donate or otherwise sacrifice the money.

The cost in gold that you must donate, sacrifice, or give away is equal to: 50 gp at 1st through 5th levels, 100 gp at 6th through 10th levels, 200 gp at 11th through 15th levels, and so on (the cost doubles at every 5 levels).

Bonus Experience

I plan from time to time to award bonus experience. Additionally, I'm pondering a simple system where players vote at regular intervals for 1 or 2 characters to receive bonus experience for roleplaying, good ideas, or "taking one for the team", etc.

Treasure

I reserve the right to mess with the standard treasure parcels as described in the DMG. There may be times when it makes more sense for the story to give you fewer, better magic items, etc.

I also want to allow for you to find more or less treasure based on how much you choose to explore (and take potential risks). I'm aiming for a more traditional feel to the way treasure is handed out. I will plan on placing treasure throughout the locations you explore and if you find it, you get it, if you don't, you miss it.

There is a chance at times that some characters could become temporarily over or under powered because of this more free-form system of treasure dispersal. I personally love this aspect of roleplaying games and hope that you see it as another strategic dimension of play.

I'll try to keep the treasure balanced enough, in the long term, that you can stay competent against threats appropriate for your level.

Action Points

Essentially, Action Points are one per encounter. You regain one after each short rest.

"Math" Feats – Expertise Feats

At 5th level you gain Weapon Expertise or Implement Expertise for free. This essentially means that at level 5, you'll get an additional +1 to attack with your chosen weapon or implement. At level 15 this bonus becomes +2, and at level 25 the bonus is +3.

Death Cards

The party begins with a total pool of death cards equal to one per character. If you play a divine class, you contribute two death cards instead of one.

When any character would normally die (fail three death saves) a death card is extinguished, if there are any remaining. The dead character then recovers from his wounds after an extended rest. The dead character permanently loses 1 point off an ability score of his choice (bringing none of his ability scores lower than 7).

When the party runs out of death cards, any dead character remains dead unless somehow resurrected in-game. Players may choose to re-roll a new character in the case of character death.

Danger and Encounter Levels

Along the lines of the way I'm dealing with Treasure, I reserve the right to occasionally open paths which may lead to more danger than the party is ready to deal with. This should be uncommon, but I want to add another aspect to play which hearkens back to the fun and spontaneity of older editions.

This means there may be times when the party should retreat or find another way around a situation besides combat.

I do this to make things more exciting and unpredictable in the long run. I'll try to be good about giving you hints when a fight might be too much for the party to handle. And who knows, with the inclusion of Fate Points and Death Cards, you may be able to prevail even if you walk boldly into such a fight.

Rangers

Twin Strike attacks are at -1 but add DEX or STR to damage. *Careful Attack* is at +3 and adds DEX or STR to damage.

Fighters

Sure Strike adds STR to damage.