

CHARACTER CREATION

The following house rules might affect your choice of character type.

CHARACTER RACES

BARD, SORCERER, WIZARD, WARLOCK:

All magic-users use the variant rule for Spell Points. Material components are not used; spell-casters must have an arcane focus to cast most spells. All spell-casting requires rolling a d20; on a botch, the caster loses control of the magic, which usually results in the loss of a few HP, but worse results are possible (Wild Magic variant). A critical hit means the spell is cast for free, with no spell points lost.

Note that in most places in the realm, magic-users are viewed with some suspicion. They are required to register with the Wizard guild and face some legal restrictions in civilized lands.

CLERIC:

Clerics are most commonly from militant orders serving the Lord or Lady of Light. The most common militant order serving the Lord of Light is the Order of the Hammer. These orders accept both men and women. Clerics of the Lord of Light choose Light domain.

The Lady of Light also has a militant order, the Sisters of the Flame. This order accepts only women. Clerics of the Lady of Light choose either Light or Life domains.

Clerics of the Old Gods are possible, but rare.

Clerics use the optional rule for Spell Points instead of Spell Slots. Clerics have certain religious rituals they must perform in order to maintain their access to their spell points.

DRUID:

Druids get proficiency in Nature for free.

Druid Wildshape ability: Druids must learn to transform into particular types of animals, and are limited to picking 1 type of animal per level. A 3rd level Druid can transform into 3 different types of animal, for example. When a Druid reaches Level 8 (Level 6 for Circle of the Moon druids), they can transform into unlimited types of animal, as long as they are familiar with them.

Druids cannot transform into anything smaller than a rat.

Any forged metal objects larger than a coin or belt buckle do not transform with the druid while shapechanging, but instead drop to the ground. Anything other than forged metal can merge with the new form.

Druids use the variant rule for Spell Points instead of Spell Slots. When not surrounded by nature, spell-casting requires rolling a d20; on a botch, the Druid loses control of the magic, which usually results in the loss of a few HP or the failure of the spell.

RANGER:

I use a non-spellcasting variant of the Ranger class. Leanne is already playing a ranger, but if you'd like to play one as well, let me know.

CHARACTER RACES

The following is a quick summary of the ways player races are different in this setting, which might affect your choice. If you want to play a race not in the Player's Handbook, please let me know where I can read up on it.

Humans and **Half-elves** have no special notes.

ELVES:

There are no High Elves left in the realms. All player characters are Wood Elves. If a player wanted to play a High Elf they would need a unique story to explain it. There are no Drow in the realms.

Elves suffer if in captivity, (gaining Fatigue Levels) and can literally die from it.

Elves have Moonvision-- they can see while outdoors at night, but not the deep darkness of caves.

No one knows how long elves live. Time in elven lands is heavily influenced by faerie auras, so it's not clear if elves live for centuries, or whether centuries pass on the outside while elves experience only decades. Elves who spend their entire lives among humans tend to live only 200 years or so.



DWARVES:

Dwarves have no magic-users in the typical sense. Players wanting to play a dwarven wizard or sorcerer would need a unique story to explain it.

There is no real difference between Mountain or Hill dwarves in this setting. Players can choose whichever they prefer.

Dwarves often suffer from agoraphobia to varying degrees. They prefer being in small spaces with something over their head...the wide open sky causes them anxiety. Even dwarves who have lived on the surface their whole lives tend to feel more comfortable wearing deep hoods or wide-brimmed hats that hide the sky. Dwarves also tend to be sensitive to bright light.

HALFLINGS:

Halflings, as a small race, get -2 to Strength and +1 to their Stealth ability.

Stout halflings are not a race unto themselves, but are halflings with a dwarven ancestor in their bloodline.

Halflings do not have their own language. They speak the Common tongue of humans.

DRAGONBORN:

Dragonborn are not a race in the Five Kingdoms. Any player wanting to play one will need a unique backstory to explain their existence. Most commoners will assume Dragonborn are a monster and react accordingly.

GNOME:

Gnomes, as a small race, get -2 to Strength and +1 to their Stealth ability.

All gnomes in realms are Forest Gnomes. A player wanting to play a Rock Gnome would need a unique backstory.

Gnomes have Moonvision—they can see while outdoors at night, but not the deep darkness of caves.

Gnomes speak Common and Elvish. There is no Gnomish language.



TIEFLING:

Tieflings do exist, particularly in lands that border Dulghul, where there are plenty of demons to sire them. They are likely to be treated like infernal monsters by commoners, and would need to have a disguise against all but their trusted friends to avoid being attacked by militia or law enforcement. Most towns would execute a Tiefling on sight, the way medieval towns would deal with witches.