

## Player's Pack – Rough Draft

The Player's pack will eventually be everything that a new player needs to get started in the game. Unfortunately, it is a growing document that I doubt I will ever truly finish.

For now, I am going to provide some very vague commentary on what is included.

**Books Used** – A general listing of the sources I will be using in the game. Both hardcopy and PDF. More material will be added as new books come out and become part of my collection. I will use material from all of these sources, though I won't use all the material from these sources. If you have an interest in picking up any of these books, but are having a difficult time locating them, let me know.

**Alignment** – So long as there are spells and abilities that only affect specific alignments, it is important to have a strong idea of what alignment embodies. The Book of Hallowed Might has a nice variation on alignment. I snarfed that and dropped it in here. Please be sure you determine your character's alignment.

**Character Creation** – The part everyone is looking for right? You will note a few things. 38 point stat buy is the first. The second is that if you do not want to be a serf, then you need to use some of your points to get out of that. I am sure a few of you will also be interested in the "Good Equipment" entry. While you get to choose if it was found, or a gift, I get to choose what the item is. Then we get to skills. This is one of the biggest reasons why I wanted to see character concepts first. I didn't want anybody to eliminate a character concept just because they didn't think they could make it "by the book". When you are buying skills, treat the skills as if they are all class skills. Bonus skill points. At your discretion, you can use up to 4 skill points in a single Craft or Profession skill. Find a way to make it useful if you want. Find a way to give your character more depth. Or, don't use that bonus at all. Your call.

**Experience** – This page probably looks a bit odd. Let me start off by saying that we will not be accruing experience points in the usual method. We will be simply ticking off marks in each of these categories. It is up to you to keep track of this during the game. Print out the Experience Matrix and take notes as we play. If you see an area that you think you would like to get a few marks in, look for an opportunity to make it happen. At the end of the night, I will go through the notes and see if they get ticks.

**Other comments** – We will be using the rules for 3.5. Download the SRD if you don't have the books.

We will be using the item creation rules in the Artificer's Handbook instead of the core book. However, I do have a tweak for that as well. With the Create One-Use Item feat, you must be able to craft the item. If it is a spell completion item, you only need 3 ranks in an appropriate Craft skill. If it is usable by others (such as a potion) you need at least 5 ranks in the appropriate Craft skill. If you are planning on creating magic items, I strongly encourage you to talk with me about it.

**PrC's** – Because all skills are accessible as class skills, PrC's need to be carefully re-evaluated. But, that is fine. Many of the PrC's in the books are disappointing in their generalness. I prefer for PrC's to have a strong component of Prestige. If there is a PrC that you think you want to work toward, discuss it with me! Your character will likely need to find the correct organizations or contact the right entities to qualify for a PrC. In all likelihood, we will not use a book PrC completely as is.

Now, on to the rest of the notes...

## Campaign Sourcebooks

Some or all the material in these books may be  
Used in the campaign.

**TITLE: Players Handbook 3.5**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Dungeon Masters Guide 3.5**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Monster Manual 3.5**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Oriental Adventures**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Psionics Handbook**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Arms and Equipment Guide**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Epic Level Handbook**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Savage Species**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Monster Manual II**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Dieties and Demigods**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Manual of the Planes**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Book of Vile Darkness**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Defenders of the Faith**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Masters of the Wild**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Song and Silence**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Sword and Fist**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Tome and Blood**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Stronghold Builders Guide**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Forgotten Realms Campaign**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Magic of Faerun**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Monsters of Faerun**  
**PUBLISHER: Wizards of the Coast**

**TITLE: Path of the Sword**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Path of Faith**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Path of Magic**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Sorcery and Steam**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Portals and Planes**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Seafarer's Handbook**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Traps and Treachery**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: Traps and Treachery II**  
**PUBLISHER: Fantasy Flight Games**

**TITLE: The Shaman's Handbook**  
**PUBLISHER: Green Ronin Publishing**

**TITLE: The Witches Handbook**  
**PUBLISHER: Green Ronin Publishing**

**TITLE: Secret College of Necromancy**  
**PUBLISHER: Green Ronin Publishing**

**TITLE: Fang & Fury**  
**PUBLISHER: Green Ronin Publishing**

**TITLE: Penumbra: Occult Lore**  
**PUBLISHER: Atlas Games**

**TITLE: Swashbuckling Adventures**  
**PUBLISHER: Alderac Entertainment**

**TITLE: Way of the Witch**  
**PUBLISHER: Citizen Games**

**TITLE: Relics & Rituals**  
**PUBLISHER: Sword & Sorcery**

**TITLE: Artificer's Handbook**  
**PUBLISHER: Mystic Eye Games**

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Some or all the material in these books may be  
Used in the campaign.

**TITLE:** The Deep  
**PUBLISHER:** Mystic Eye Games

**TITLE:** Noble Steeds  
**PUBLISHER:** Avalanche Press

**TITLE:** Encyclopedia Arcane:  
Necromancy  
**PUBLISHER:** Mongoose Publishing

**TITLE:** Minions: Fearsome Foes  
**PUBLISHER:** Bastion Press

**TITLE:** Psionics Toolkit  
**PUBLISHER:** Sword & Sorcery

**TITLE:** Aether & Flux  
**PUBLISHER:** DarkFuries Publishing

**TITLE:** Complete Guide to Treants  
**PUBLISHER:** Goodman Games

**TITLE:** Beyond Monks  
**PUBLISHER:** Chainmail Bikini (PDF)  
**PUBLISHER:** Goodman Games (Book)

**TITLE:** Book of Eldritch Might  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Book of Eldritch Might II  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Book of Eldritch Might III  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Book of Hallowed Might  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Tournaments, Fairs & Taverns  
**PUBLISHER:** Natural 20 Press

**TITLE:** The Taverner's Trusty Tome  
**PUBLISHER:** EN World & Dark Quest

**TITLE:** Mindscapes: A Psion's guide  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** If Thoughts Could Kill  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** In the Saddle  
**PUBLISHER:** Natural 20 Press

**TITLE:** Wild Spellcraft  
**PUBLISHER:** Natural 20 Press (PDF)

**TITLE:** Three Arrows for the King  
**PUBLISHER:** Ambient Inc.

**TITLE:** Call of Duty  
**PUBLISHER:** Chainmail Bikini

**TITLE:** Cry Havoc  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Anger of Angels  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** The Enchiridion of Mystic Music  
**PUBLISHER:** S.T. Cooley Publishing

**TITLE:** Arcana Unearthed  
**PUBLISHER:** Malhavoc Press (PDF)  
**PUBLISHER:** Sword & Sorcery (Book)

**TITLE:** Moon Elves  
**PUBLISHER:** Natural 20 & Dark Quest

**TITLE:** A Magical Medieval Society:  
Western Europe  
**PUBLISHER:** Expeditious Retreat Press

**TITLE:**  
**PUBLISHER:**

**TITLE:**

# Alignment

Alignment seeks to show a clear distinction between the actions and outlooks of different intelligent creatures. In some views, the alignment system presented in the Core Rulebooks is too simplistic. While attempting to implement alignment, one might encounter some or all of the following sentiments that run counter to the system:

- “Look, I don’t like to see everything falling apart and disorganized, but that doesn’t mean I feel the need to follow the letter of the law if it doesn’t make sense in a given circumstance.”
- “I’m a good person, but if someone attacks me, I’m going to fight back —and not pull any punches.”
- “I love freedom and individual choice. Does that mean I have to be in favor of the dissolution of society?”

This alternate system seeks to rectify those situations by making each factor of one’s alignment - whether it be good, evil, lawful, or chaotic - a spectrum rather than an absolute.

Thus, someone can be more lawful than someone else, even though they are both lawful. Each factor of a character’s alignment carries a numeric rating on a scale of 1 to 9.

The purpose of this variant system is to achieve better precision of definition. It is difficult to use only the alignment name labels to describe every living creature in the world (and all the planes). This system, while more complex, provides a far broader scale in which to place a particular character, to distinguish her outlook more easily from that of other characters.

Players should not look at the rating system as a judgment. These are not levels one necessarily attempts to ascend like character levels. A character with a higher rating in an alignment is not a “better ” character than someone with a lower rating, any more than a chaotic character is “better ” than a neutral one. One can argue, in fact, that a character with a 9 rating in an alignment is too fanatical a personality to make a good long-term character. Not even other-planar paragons of alignment, like angels or demons, necessarily rate a 9 every time. Likewise, the gods themselves fit into the spectrum at various places rather than always being at the extreme. A typical paladin, for example, might be merely L5G5.

To get an idea of what ratings you would give a particular creature, use the following suggested descriptions of each level. DMs can change these descriptions to fit their campaigns and their conceptual understandings of how alignment should work in their worlds.

## Good

- 1 | Doesn’t like to see bad things happen to others
- 2 | Helps others occasionally, particularly friends
- 3 | Willing to help strangers on occasion
- 5 | Gives of himself to help others, whether it be time, money ,possessions, or something else
- 7 | Takes concepts like purity, innocence, and other higher principles very seriously
- 8 | Would sacrifice anything, even his life, for others in a heartbeat
- 9 | Refuses to harm anything or anyone, even if it brings misfortune or death on himself

## Evil

- 1 | Finds joy in the misfortune of others, but usually wouldn’t act to hurt others
- 2 | Willing to cause others pain or misfortune to better himself
- 3 | Actively enjoys lying, stealing, and inflicting pain on others
- 4 | Willing to cause harm even to friends to get ahead
- 5 | Willing to kill to better himself
- 7 | Will kill for the sheer pleasure of bringing pain and death to others
- 9 | Hates life, goodness, and light and does everything in his power to destroy them

## Law

- 1 | Generally tries to keep his promises and, when in doubt, follows the rules
- 2 | Has a set of guidelines he generally lives by
- 3 | Genuinely respects authority figures for their positions
- 4 | Willing to see one person killed or hurt if it helps large numbers of people
- 5 | Willing to follow a code or a strict set of principles even if it brings misfortune on himself
- 8 | Would be willing to see many people harmed or killed if it helped society as a whole
- 9 | Follows a set path in such an orderly manner that it risks blind self-destruction. Despises and fears individuality.

## Chaos

- |   |  |   |
|---|--|---|
| 1 |  | A bit of a nonconformist or free spirit   |
| 2 |  | Will lie if it suits him, hates to be ordered around                                  |
| 3 |  | Disorganized but extremely easygoing  |
| 5 |  | Rejects the idea of majority rule   |
| 6 |  | Would prefer anarchy to any other form of organization                                |
| 7 |  | Occasionally destroys things in reckless abandon                                      |
| 9 |  | Hates structure and order so much that destruction for its own sake becomes desirable |

## Neutrality

This system assumes that there are, in fact, very few truly neutral people. Most are at least a 1 rating on one side of the spectrum or the other. For that reason, rating 1 is still considered Neutral for purposes of alignment-affecting or -detecting spells.

## Examples

The following examples illustrate the range of this variant alignment system.

- **Aliya Al-Mari,L5G1.** Aliya, under the standard method of determining alignment, would be Lawful Neutral. However, truth be told, this monk does not want to see innocents harmed and is willing to fight against evil for its own sake. She follows a code of her own but also sees the benefits of freedom and individuality.
- **Juthan Christoph,L6G5.** Juthan is a paladin. He is honest, loyal, and true. A powerful combatant who shows no mercy to evil, Juthan follows the commands of those above him perhaps a little too blindly—at least for the tastes of his companions.
- **Malhavoc,C6E5.** Malhavoc is a ruthless mage. He focuses only on becoming more powerful and will kill those who get in his way. When angry, he resorts to destroying things, although it is actually quite rare for him to lose his composure to that degree.
- **Neurik,C1G1.** Neurik is certainly more good than evil, but as a rogue he mostly looks out for himself—he wouldn't go very far to help you if you needed it, but he'd be happy if he saw that someone else was helping you. He's a devil-may-care sort of fellow, but he only lies if he absolutely has to. He does however, harbor resentment when others attempt to boss him around.

## Alignment Requirements (Variant)

Spells, classes or abilities that call for a particular alignment actually require a rating of at least 2 in that alignment. Thus, the least lawful monk is L2, and the least chaotic barbarian is C2. The DM may choose to impose other, stricter alignment requirements as well. For example, a prestige class with an alignment requirement might call for a rating of 4. Perhaps some alignment-based spells require a rating of 5 to cast. The blessed feats in Chapter Three require a rating of 5 in one alignment shared with the god.

## Alignment-Based Effects (Variant)

Spells that affect alignment, such as *holy smite*, are modified using this system, to have a greater or lesser effect based on the target's alignment rating.

### Rating Modification

- |       |  |                                    |
|-------|--|------------------------------------|
| 1     |  | Treat as neutral                   |
| 2 - 3 |  | Half damage (or half duration)     |
| 4 - 8 |  | Normal                             |
| 9     |  | Double damage (or double duration) |

## Objects and Alignment

Objects and even places can have an alignment rating just like creatures. Use the following evil rating descriptions as a guideline for other alignments:

### Rating Description

- |   |  |  |
|---|--|--|
| 1 |  | Residual effects only (a knife once used in human sacrifice)                                       |
| 2 |  | A strong lingering residual effect or a hint of innate evil (the door into an evil temple)         |
| 3 |  | Evil in its own right, but only slightly   |
| 4 |  | Moderate innate evil (a magic item capable of drawing on negative energy or an evil altar)         |
| 5 |  | Strong innate evil (the magic item used to create a powerful undead creature that killed hundreds) |
| 6 |  | Very strong innate evil (a gate to an evil plane)  |
| 7 |  | A supernaturally evil item (corrupted by the forces of Hell, made by demons, etc.)                 |
| 8 |  | An evil artifact   |
| 9 |  | A supernaturally evil artifact (corrupted by the forces of Hell, made by demons, etc.)             |

**Point Buy:** 36 Points

Stat	Cost	Stat	Cost
3	-5	11	3
4	-4	12	4
5	-3	13	5
6	-2	14	6
7	-1	15	8
8	0	16	10
9	1	17	13
10	2	18	16

For purposes of spending skill points, all skills are treated as class skills. However, class based features that affect skills can only be applied to skills on that class' list.

At 1st level, each character can choose to spend up to 4 bonus skill points on a Craft or Profession skill.

**Perks\***

Cost	Description	Notes
2	Freeman/Foreigner	You must have enough ranks in one or more Profession/Craft skills to be able to support yourself within the City-State
1	Resident	You must be a Freeman, and can prove to have lived in Stormhaven for at least year a year and a day.
4	Citizen	You must be a resident and you must have achieved Master status within a Guild.
8	Landed Noble	You must have the appropriate background and must take skills in Knowledge (Nobility and Royalty) as well as Diplomacy.
2	Good Contact	Somebody owes you a big favor
2	Bonus Equipment	You have been gifted, or found something valuable.

\* Perks that are part of class features do not need to be purchased





CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMPORARY SCORE TEMPORARY MODIFIER
STR STRENGTH
DEX DEXTERITY
CON CONSTITUTION
INT INTELLIGENCE
WIS WISDOM
CHA CHARISMA
HP HIT POINTS
AC ARMOR CLASS
TOTAL = 10+
ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER
TOUCH ARMOR CLASS
FLAT-FOOTED ARMOR CLASS
INITIATIVE MODIFIER
TOTAL = DEX MODIFIER + MISC MODIFIER

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMPORARY MODIFIER CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)
REFLEX (DEXTERITY)
WILL (WISDOM)

BASE ATTACK BONUS
SPELL RESISTANCE

GRAPPLE MODIFIER
TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

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AMMUNITION \_\_\_\_\_

SKILLS CLASS SKILL SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

- APPRaise, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE, LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE

Denotes a skill that can be used untrained.
Mark this box with an X if the skill is a class skill for the character.
\* Armor check penalty, if any, applies. (Double penalty for Swim.)

