

# Character Point System

## General Notes:

This spreadsheet attempts to break down the Core classes into their separate components and assigns a mathematical value to each part to compare & contrast the relative power & balance between all classes. Because the value of each component is essentially arbitrary I have created formulas that allow these values to be adjusted at the top of each sheet. The average point totals across 20 levels for each class (along the left side of the sheet) as well as the total average for all classes (at the top right of the sheet) are recalculated according to whatever new values you've entered. The "Near-Core" sheet lists the Core classes as they are according to the RAW, with a few adjustments as outlined below.

Note that all classes receive a larger number of abilities & bonuses at 1st level than any later level. It is therefore necessary to allow a higher number of character building pts (I call them "CPs") at 1st level to compensate. This system does not address those bonuses received by all characters outside of the class system, namely the General feats at 1st & q3 levels, Ability increases at q4 levels, and the AU bonus feat at 1st level.

Finally, any number of points may be saved & carried over to the next level, but unless you're saving up for an extra Feat or Magic next level, you're probably better off spending the points right away, IMO.

## Hit Die:

Like Monte has done in AU, the lowest HD size is a d6 to address the "fragile as a commoner" syndrome that affects Core mages. You can select a d6, d8, d10 or d12.

## BAB & Defense Bonus:

Your BAB improves by +1 for free at even levels, just like Core's Poor (Wiz/Sor) BAB progression. At odd levels you can purchase +1 BAB for 4 CPs. Your BAB can never increase by more than +1 per level. To mimic Core's Average (3/4) BAB progression you'll want to buy up your BAB at odd levels 3, 7, 11, 15 & 19. To get a Full BAB you'll want to get +1 at every odd level. Defense works similarly but improves at a slightly slower rate; +1 for free every third level (3, 6, 9, 12, 15 & 18). Furthermore, at 1st level you get +2 Defense for 2 CPs, while at later levels you can increase your Defense by +1 for 2 CPs. Your Defense bonus can never be higher than either your BAB or Reflex save, whichever is greater. Your Defense bonus does NOT stack with any Armor bonus you have, they overlap but your Defense bonus is limited by the Max Dex of your armor. Furthermore, you get to keep your Defense bonus to AC (or whatever part of it you can apply according to the Max Dex bonus of your armor) even while flat-footed (but not when you've otherwise lost your Dex bonus to AC).

## Saves:

Under UA's fractional bonus system a Commoner ends up with +6.66 for each save. That's a total of +20 for all three saves, and with 20 levels I've opted to break away from the path system completely. Here you get a free +1 to any save you designate at each level, including 1st level. Thereafter each +1 to a save costs 1 CP. You are limited to a maximum of +2 for any save at 1st level and can add no more than +1 to a save at all later levels.

## Skill Pts:

The fewest SPs available each level is 4. IMO, this allows for a more skill-rich game and provides the ability to purchase a wider variety of non-combat skills to flesh out each player's character concept more fully. A reasonable argument can be made that since some classes (which under Core only get 2 SPs/lvl) essentially receive a bonus under this system, all classes should receive an extra 2 SPs/lvl. While I would have no problem playing in a game where this was done, I personally don't feel it is necessary.

The Akashic & Rogue, with 8 SPs/lvl each, are still the "Skill Monkeys" of the game with twice as many SPs as most classes. The Bard & Ranger, with 6 SPs/lvl, surpass every other remaining class and have enough SPs to add a wide variety of skills to their other already formidable abilities. With 4 SPs/lvl all other classes have enough to flesh out various parts of their character, even excel at some, but not so many that any of those classes mentioned above are overshadowed in the least. All of this is "IMO", of course. YMMV. :) Finally, IMC I've combined a few skills that mostly affect the four classes listed above, thereby effectively giving them "extra" SPs. Examples include Monte's Sneak (instead of Hide & Move Silently), Disable Device absorbing Open Locks, as well as a modified Perform instead of fracturing it like Craft, Knowledge & Profession.

Still, it's easy enough to price 10 SPs/lvl at a few more CPs if you so wish, though it may be necessary to increase the number of CPs at each level by a similar amount to compensate for the increased CP expenditure (and in doing so you give "extra" CPs to all those classes sticking with just 4 SPs per level).

### **Proficiencies:**

Weapon Proficiencies: Similar to Unearthed Arcana's Weapon Groups variant; Basic Weapons Group - Unarmed Strike, Club, Dagger, Dart, Quarterstaff, Shortspear & Sling; then all Simple Weapons, then Martial Weapons Groups [Axes, Bows, Claw Weapons, Flails & Chains, Light Blades, Heavy Blades, Maces/Clubs/Picks/Hammers & Polearms/Spears/Lances] and with the Exotic Weapons & Exotic Double Weapons Groups on top of that.

Armor Proficiencies: Light, Medium, Heavy, Exotic, Shield, Tower Shield

Notes: Proficiencies are cheap at 1st level (1 CP each, representing literally years of training) but thereafter are available as General Feats (3 CPs); it is therefore advantageous to purchase as many as possible at 1st level. This was done because all other aspects of character creation also have an inherent bonus at 1st level. For instance, a higher HD size is preferable because of max hit points, higher Skill Pts because of the x4 bonus, Defense at 1st level because it's cheaper and all others (Magic, Special Abilities, BAB & Saves) because if you take less than maximum at each level you're permanently lowering your maximum potential over the life of the character.

Also, while Fighters and other martial characters still generally start with more proficiencies, even they must continue to become familiar with various types of weapons and armor as they adventure, so they often pick up a proficiency every few levels whenever they can spare the CPs. IMO this is more realistic than Core's "I know how to use every non-exotic weapon out there" just by taking a single level of a martial class.

### **Specials:**

All Class Abilities have been converted into feats. These feats come in several types with three costs. Feats that offer new & powerful (usually combat-related abilities) and/or allow access to a new feat chain I've designated as BASE feats and cost 5 CPs. Those combat abilities further up a feat chain are designated as Expansion feats and cost a bit less (4 CPs). Finally, non-combat abilities are designated as General feats and cost even less (3 CPs). This last group includes most Skill-related, Item Creation-related & Proficiency feats.

**Magic:**

All magic is per Monte's Arcana Unearthed System. Basic casters are treated like Mage Blades and use those tables for Spell Slots per Day and Spells Readied at One Time. If you take only Advanced levels of magic, use the Magister tables (see below for combining both Basic & Advanced levels). All casters only gain access to Simple Spells; access to Complex & Exotic spells require the proper feats (though purchasing the Complex Spell feat for 1st level spells also allows access to Complex Cantrips).

You can take both Basic & Advanced magic levels. Your caster level is simply the sum of each, while your Spells Readied per Day and Spell Slots per Day are derived using a conversion formula originally derived by John Chamberlain. I've created an excel spreadsheet to handle all those calculations by simply inputting the number of Basic & Advanced magic levels as well as your Spellcasting Ability score. Let me know if you need a copy of that spreadsheet for making your character.

**Restrictions:**

Restrictions are given (essentially awarded) by the DM for restrictions or limitations that govern the characters actions. While I do not believe roleplaying limitations should yield mechanical benefits, *these are already built-in to the Core system*, and the designers balanced the classes the way they did with these restrictions in mind!

Examples of some Restrictions are a Cleric's devotion to their deity along with trying to spread that deity's message and convert others to their worship, a Druid forgoing metal armor and fighting to uphold Nature and/or Neutrality, a Monk's strict discipline to the martial arts, an Oathsworn's oath and a Paladin upholding his righteous code. It is important for both the DM and player to acknowledge and uphold these roleplaying limitations/obligations. If they are not enforced by the DM (and the player), that PC will likely have a significant mechanical advantage over other PCs.