

CHARACTERS

The following section details the basics of character creation.

- **Ability Scores:** 28 Point Buy
- **Races:** Detailed in this document.
- **Level:** 6th.
- **Classes:** Core + Psionic + Bo9S + Complete.
- **Skills:** Normal + special notes in this document.
- **Feats:** Core and by approval.
- **Equipment:** 6000 gp. Core + Psionic only.
- **Hit Points:** Maximize first, then average.
- **Action Points:** 8

ADVANCEMENT

Characters begin play with 15,000 xp, which puts them at 6th level. After 6th level, characters no longer advance in class levels, instead gaining a bonus for every 5000 additional experience points. This is a variant of E6.

Bonus Levels: Every 5000 xp gives a bonus level. Each bonus level gives the following benefits.

- **Hit Points:** Every bonus level, you gain 1 additional hit point.
- **Skills:** Every bonus level, you gain 1 additional skill point.
- **Action Points:** Every bonus level, you gain 1 additional action point, to a maximum of 8.
- **Feats:** Every bonus level, you gain a bonus feat.

GENERAL RULES

These are just some general guidelines and information related to this game.

General Rules: These are general rules and guidelines for people that want to play in this game.

- **Maximum Players:** I'm looking for 4 players. I would prefer that you don't worry about having the "fighter, wizard, cleric, rogue" combination. I'm looking for interesting characters, not necessarily an optimized team.
- **Setting:** The setting is going to be drawn from the Book of Nine Swords lore, some Conan, and a bit of my own home brewing.
- **Active Roleplaying:** I have a strong preference towards players that like to put their best foot forward in the role-playing department. The more you like your character, the more I'll probably like your character (and take the time to make loot for that character).
- **Bonus XP:** Players will be rewarded for consistent activity. If you post at least once in a day, you'll get 100 xp for that day. This XP is not based on quality or quantity, only consistency.
- **Inform the DM:** Keep me informed on your availability and likes/dislikes within the game.

DEATH AND DYING

The following are changes regarding how characters cope with dying, death, and stabilizing.

DEATH THRESHOLD

A dying character is unconscious and near death. She has -1 or less current hit points. A dying character can take no actions and is unconscious. In addition, the character must attempt to stabilize (see below).

Characters die when their hit points are equal to or lower than their negative constitution score. This means that characters with high constitutions not only have more hit points, but also have a larger damage threshold. For example a tough character with a 20 constitution dies at -20, while a more frail character with a 10 constitution dies at -10.

ROLLING TO STABILIZE

A character that is reduced to 0 hit points is disabled (see below). If a character has -1 or less current hit points, a character is dying. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls to see whether he becomes stable. The character rolls an Endurance check (DC 15 + his total negative hit points). If he fails, he loses 1 hit point.

A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. Each hour, the character rolls an Endurance check (DC 15 + his total negative hit points) to become conscious and disabled (even though his hit points are still negative).

A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she rolls a Endurance check (DC 15 + his total negative hit points) to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

RACES

The following section details the available races, as they function in this game.

Race: This is the shorthand name for the race.

Size: This is the size category that the race falls under. Note that the typical rules for sizes have changed. Large races are now somewhat closer to medium sized races, mirroring the differences between small races and medium races.

- Small size: Small creatures have a +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters, and occupy 1 square with a reach of 1 square.
- Large size: Large creatures have a -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Stealth checks, +4 bonus on grapple checks, lifting and carrying limits 3/2 those of Medium characters, and occupy 1 square with a reach of 1 square.

Ability Modifiers: Each race has a +2 bonus to one ability score and a -2 penalty to another ability score, with the notable exception of Humans. Each ability score is represented by exactly one race as a bonus and one race as a penalty.

Favored Class: Each race has a favored class that represents the most common class among that race. The following seven races represent those that are available to players.

Character Races - General Information

Race	Size	Bonus	Penalty	Favored Class
Dwarf	Medium	+2 Con	-2 Cha	Fighter
Dragonborn	Medium	+2 Wis	-2 Int	Druid
Elf	Medium	+2 Dex	-2 Con	Ranger
Goblin	Small	+2 Int	-2 Str	Rogue
Goliath	Large	+2 Str	-2 Dex	Barbarian
Human	Medium	None	None	Any
Tiefling	Medium	+2 Cha	-2 Wis	Warlock

Full Name: This represents a more specific name for each race, if it applies.

Subtype: Each race is a member of the humanoid type, but is related to a family of creatures with a similar subtype. Creatures with the same subtype have similar physical and cultural traits. Further, many subtypes are distantly related to creatures of another type.

- Earthen are distantly related to their primordial elemental ancestors with an earth subtype.
- Feywild are creatures who can trace their origins directly to certain fey.
- Giantkin are the smaller relatives of the giant races.
- Goblinoids are descendants of a race of feral monstrous humanoids.

- Humanoids lack a progenitor origin, and are considered purely humanoid.
- Planetouched races descend from the bloodlines of various outsiders.
- Reptilian races believe that they are descended from powerful draconic blood.

Relatives: These are some examples of humanoid races that share the same subtype.

Character Races - Subtype and Relatives

Full Name	Subtype	Relatives
City goblins	Goblinoid	bugbears, feral goblins, hobgoblins
Dragonborn	Reptilian	half-dragons, kobolds, lizardfolk
Goliaths	Giantkin	half-giants, half-ogres, half-trolls
Hill dwarves	Earthen	duergar, gnomes, mountain dwarves
Humans	Human	illumians, inspired, kalashtar
Tieflings	Planetouched	aasimar, half-fiends, mephplings
Wild elves	Feywild	drow, half-elves, high elves

DWARVES

Hill dwarves do not have the typical disadvantages of slow movement, but also lack the natural inclination towards stone and war that their mountain cousins have. Hill dwarves are still tough, and have an aptitude for devices.

Dwarf Traits (Ex): Dwarves possess the following racial traits.

- Earthen Subtype: Dwarves are humanoids with the earthen subtype.
- +2 Constitution, -2 Charisma.
- Medium size.
- A dwarf's base land speed is 30 feet.
- +2 racial bonus on Endurance and Mechanics checks.
- Automatic Languages: Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- Favored Class: Fighter.

DRAGONBORN

Dragonborn tend to dwell in swamps and shallow caverns, often living in small families. Dragonborn are not as thick skinned or tough as their lizardfolk relatives, but they are more civilized and sociable.

Dragonborn Traits (Ex): Dragonborn possess the following racial traits.

- Reptilian Subtype: Dragonborn are humanoids with the Reptilian subtype.
- +2 Wisdom, -2 Intelligence.
- Medium size.
- A dragonborn's base land speed is 30 feet.
- +2 racial bonus on Athletics and Survival checks.
- Automatic Languages: Common, Draconic. Bonus Languages: Aquan, Goblin, Groll, Orc.
- Favored Class: Druid.

ELVES

Wood elves live in forests and jungles that they are acclimated towards. A typical wood elf is agile and acutely aware of their surroundings. As is typical of elves, they are less hardy than many other races.

Elf Traits (Ex): Elves possess the following racial traits.

- Feywild Subtype: Elves are humanoids with the feywild subtype.
- +2 Dexterity, -2 Constitution
- Medium size.
- An elf's base land speed is 30 feet.
- +2 racial bonus on Perception and Survival checks.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnomish, Goblin, Orc, and Sylvan.
- Favored Class: Ranger.

GOBLINS

Civilized goblins are extremely distant from their feral cousins. Many city goblins are craftsmen, merchants, or even spellcasters; however, the race as a whole still has a natural tendency towards stealth and sneak attacks.

Goblin Traits (Ex): Goblins possess the following racial traits.

- Goblinoid Subtype: Goblins are humanoids with the goblinoid subtype.
- +2 Intelligence, -2 Strength
- Small size: Small creatures have a +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters, and occupy 1 square with a reach of 1 square.
- A goblin's base land speed is 30 feet.
- +2 racial bonus on Initiative and Stealth checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnomish, Orc.
- Favored Class: Rogue.

GOLIATH

Goliaths typically live on dangerous mountain terrain, and have become suitably adapted to moving around such environments. Goliaths are also larger and stronger than most other humanoids, though they are less agile.

Goliath Traits (Ex): Goliaths possess the following racial traits.

- Giantkin Subtype: Goliaths are humanoids with the giantkin subtype.
- +2 Strength, -2 Dex
- Large size: Large creatures have a -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Stealth checks, +4 bonus on grapple checks, lifting and carrying limits 3/2 those of

Medium characters, and occupy 1 square with a reach of 1 square.

- A goliath's base land speed is 30 feet.
- +2 racial bonus on Athletics and Endurance checks.
- Automatic Languages: Common and Giant. Bonus Languages: Dwarven, Gnomish, Orc, Terran.
- Favored Class: Barbarian.

HUMANS

Humans are the most dynamic race, able to adapt to many different environments. Humans come from many different classes and are usually identified by their region of birth rather than simply by their race.

Human Traits (Ex): Humans possess the following racial traits.

- Human Subtype: Humans are humanoids with the human subtype.
- Medium size.
- A human's base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any.
- Favored Class: Any.

TIEFLINGS

Tieflings are the distant descendants of fiendish creatures. This gives tieflings a natural charisma and inclination towards deception. Tieflings are both more skilled at tempting others and more susceptible to temptation.

Tiefling Traits (Ex): Tieflings possess the following racial traits.

- Planouched Subtype: Tieflings are humanoids with the planouched subtype.
- +2 Charisma, -2 Wisdom
- Medium size.
- A tiefling's base land speed is 30 feet.
- +2 racial bonus on Deception and Persuasion checks.
- Automatic Languages: Common, Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnomish, Goblin, Halfling, Orc.
- Favored Class: Warlock.

SKILLS

A number of skills have been folded together. For the most part, the skills were copied from Star Wars Saga Edition, though some additional changes needed to be made. A brief summary of what each skill does (though not a use by use explanation) is included later in this section.

SKILL REPLACEMENTS

- Acrobatics:** Replaces balance and tumble.
- Animal Handling:** Replaces handle animal and ride.
- Athletics:** Replaces Climb, Jump, and Swim.
- Deception:** Replaces Bluff and Disguise.
- Devices:** Replaces Disable Device, Open Lock, and Use Rope.
- Endurance:** Replaces constitution checks related to strenuous activity. Also is used to evaluate how a character stabilizes.
- Initiative:** Replaces normal Initiative roll.
- Perception:** Replaces Listen, Search, Spot, and Sense Motive.
- Stealth:** Replaces Move Silently and Hide.

CHANGES TO SIZE

There have been some changes made to how size functions in this game. For the most part, modifiers for being tiny and smaller remain the same, while modifiers for being huge and larger have changed. In addition, certain creatures that were large are now huge.

SPACE AND REACH

Most large creatures have been “shrunk” from a 10 ft. by 10 ft. space to a 5 ft. by 5 ft. space. Similarly, reach has been reduced. This change results in large creatures being much more manageable as both an encounter and a playable race. This also helps to make the difference going from small to medium and medium to large more uniform. This also requires some redistribution of size for creatures of huge size and larger.

Creatures Space and Reach

	Large	Huge	Gargantuan	Colossal
Space	5 ft.	10 ft.	15 to 20 ft.	25 to 30 ft.
Reach	5 ft.	10 ft.	15 ft.	20 ft.

In general, most creatures’ size will not change. The table below lists those creature types that are most-likely to be altered by this change.

Creature Size Change by Type

	Small	Medium	Large	Huge	Gargantuan
Dragon	Medium	Large	Huge	Gargantuan	Gargantuan
Giant	-	-	Varies	Huge	Gargantuan
Outsider	Small	Medium	Large	Huge	Gargantuan

- Dragons:** As a rule of thumb, dragons are given a larger type. A dragon that would normally be considered small would be moved up to medium. A dragon that would be considered large would move up to huge. This means that dragons retain their normal space and reach, but gain an additional size category (which alters attack rolls, grapple checks, and other modifiers).
- Giants:** Giants specifically vary in size. Ogres, trolls, ettins, and other pseudo-giants will retain their large status and be reduced to 5 ft. space and reach. Large sized true giants, such as a hill giant, will keep their space and reach and be moved up to the Huge category. Huge sized true giants, such as a cloud giant, will keep their huge size category and have their space and reach reduced from 15 ft. to 10 ft. Overall this means that pseudo-giants are now large, and true giants are all huge.
- Outsiders:** Outsiders and most other creatures retain their normal size category, and shrink to fit their new proportions. This means that a Vrock (normally large) remains large, but goes from having a 10 ft. space and reach to a 5 ft. space and reach.

INAPPROPRIATELY SIZED WEAPONS

- A creature can’t make optimum use of a weapon that isn’t properly sized for it. A cumulative –1 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn’t proficient with the weapon a –4 nonproficiency penalty also applies.
- The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder’s size and the size of the creature for which the weapon was designed. If a weapon’s designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can’t wield the weapon at all.
- Cost:** Large weapons cost twice the listed price for small and medium weapons in the *Player’s Handbook*. Each additional size doubles the cost again.
 - Damage:** The following table replaces the information for large and larger weapons detailed in the *Player’s Handbook*.

Weapon Damage by Size

Dmg (S)	Dmg (M)	Dmg (L)	Dmg (H)	Dmg (G)
1	1d2	1d3	1d4	1d6
1d2	1d3	1d4	1d6	1d8
1d3	1d4	1d6	1d8	1d10
1d4	1d6	1d8	1d10	1d12
1d6	1d8	1d10	1d12	2d8
1d8	1d10	1d12	2d8	2d10
-	2d4	2d6	2d8	2d10
1d10	1d12	2d8	2d10	2d12
-	2d6	2d8	2d10	2d12