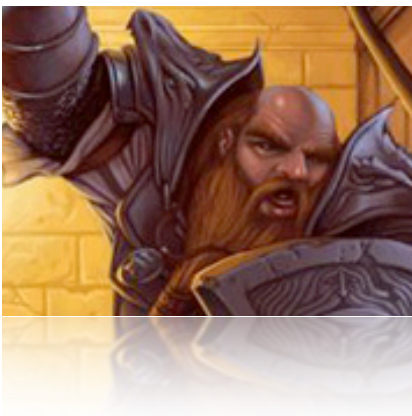


Alright, who's gonna yank his beard?



HOUSE RULES AND OTHER CLARIFICATIONS



BUILDING YOUR PRECIOUS

The basic rule is: it's good to customize, it's good to make a character yours, but I'm less fond of classes, feats, skills etc. that break the basic D&D set of rules. I hope to counter some of the very predictive and repetitive character options we've seen over the years.

Ability Scores Point buy, 28 points

Hit Point First level max, roll in the presence of the almighty DM

Money 9.000 gp starting cash, only items from DMG or the core class handbooks (Tome and Blood etc), 2.500 gp limit per item.



- Rulebooks 100%: Core Rule Books and Monte Cook Arcana Unearthed
DM Discretion: Racial and Class Sourcebooks (since I hardly have any and I've seen some abuse of these books)
- Action Points None
- Hero Points Arcana Unearthed Hero Point System. Every character has 1 HP at the start of the gaming session.
- Death You die when you reach $-(10+\text{CON Bonus})$
You lose 1/2 the XP you needed to reach your level
- Special Clerics receive an item at DM's discretion, from their church.
This is a *rental*, property of the church.



OVERVIEW OF HOUSE RULES

RULE	COMMON	THIS CAMPAIGN
Polymorph Self	SRD 3.0	SRD 3.5
Dodge Feat	1 appointed enemy	1 appointed enemy
Natural roll of 1	Failure	No effect
Tumble	Unclear	Only on solid ground (no airborne tumble's)
Double move with Fly spell	Fly 90 ft, walk 30 ft.	Fly 90 ft. max
Attack of Opportunity against invisible creatures	Unclear	Invisible creatures never generate AoO's
Cure Spells: power increases with class level	d8 is fixed, only +1 per level extra (variable)	1-4: 1d8 5-8: 1d6+2 9+: 1d4+4 plus +1/level
Character Level	-	6
Haste Spell	SRD 3.0	SRD 3.5
Hold Spell	SRD 3.0	SRD 3.5
On death's door	-10 HP	-10-CON HP
Character Generation	4d6 die rolls	Point Buy 28
Heal & Harm Spells	SRD 3.0	SRD 3.5

