

BY P C D & D Character Creation rules.

These rules are here to set the parameters for character creation, experienced players may like to build and level their own characters, other players may want help from Martin or another experienced player, these restrictions help us to keep a fair and simple game which everyone can enjoy. Whether you are creating a new character or levelling up an old character the same parameters are in place.

Character Creation simplified: Unless stated here only rules in the 5th edition players handbook can be used for character creation, most of these rules can be found on the srd here:

<https://www.5esrd.com/>

- 1) Come up with a concept, the idea of what kind of character you want to play.
- 2) Choose your race. Only races available in the 5th Ed Players handbook 1 are allowed in our games.
- 3) Choose your background. Only backgrounds available in the 5th Ed Players handbook 1 are allowed in our games.
- 4) Choose your class. Only classes available in the 5th Ed Players handbook 1 are allowed in our games.
- 5) Generate your ability scores. All characters will use a pointbuy system for the ability scores. You have 27 points using this calculator
<https://chicken-dinner.com/5e/5e-point-buy.html>
Remember that you use the calculator before adding your racial attribute bonuses.
- 6) Fill in core details, all the abilities and spells you gain need to be written on your sheet, if it's not written on your sheet it doesn't exist (that doesn't mean it does exist if it is written on your sheet)

Levelling Simplified: Each game will be at a set level, all Player Characters in sessions will be the same level. Whether you are making a new character for the session or playing an old character you may need to level up (or down) to be the appropriate level)

- 1) Choose class, for these simple games we are not allowing crossclassing, your character can only have 1 class (sorry to those of you that love crossclassing)
- 2) Hit Dice and HP, you gain 1 Hit Dice from your class, for these simple sessions it is assumed that a character always gets maximum HP when levelling up.
- 3) Proficiency, your characters proficiency may increase depending on your level, this will increase all skills, saves and attacks you are proficient with.
- 4) Class abilities, when you level up you gain access to new class abilities (including spells) as shown by your class.
- 5) Archetypes, when you level up (typically at level 3, though some classes choose at level 1) you choose an archetype, Only archetypes available in the 5th Ed Players handbook 1 are allowed in our games.
- 6) Ability Score Improvements (ASI) and feats, in this game we are not using feats (sorry) only ASI, if you reach a level that grants you one you either increase 1 ability score by 2 (maximum 20) or two ability scores by 1 (maximum 20)

Equipment

Equipment: In this game we'll keep equipment simple, all player characters will start each mission with the starting equipment for their class (as shown in the class description in the rule book under equipment) In addition they start with extra resources depending on their level (see table)

If you have additional money that may be spent on any **mundane** items from the players handbook at the cost listed.

Level	Gold	Healing Potions	Magic Item Points
1	50	1 Standard	0
2	100	1 Standard	0
3	200	2 Standard	1
4	300	2 Standard	1
5	500	3 Standard	2
6	700	3 Greater	2
7	1000	3 Greater	3
8	1500	3 Greater	4
9	2000	3 Superior	5
10	3000	3 Superior	6

Healing Potions: You start with a certain number of healing potions as shown on the table. In addition you may spend your gold on magical potions, you may only buy magic potions which are as common or more common than your starting healing potions.

Common Potions: 50gp

Standard healing Potion (heals $2d4+2$ HP)

Potion of Animal Senses (gives advantage on perception for 1 minute)

Potion of Deep Sleep (willing or Con save DC 12, fall asleep, each hit dice spent recovers an additional $1d8$ HP)

Potion of Bless (Bless for 1 minute, $+1d4$ on attack rolls and ability rolls)

Elemental Oil (coat on weapon or 5 pieces of ammo for 1 hour, $+1$ damage (choose damage type))

Holy Water (thrown splash weapon $(1d6)$, or directly applied $(2d6)$, or drunk $(3d6)$ to damage undead and fiends)

Potion of Hill Giant Strength (makes your strength 21 for 1 hour)

Rare Potions: 200gp

Greater Healing Potion (heals $4d4+4$ HP)

Potion of Animal Friendship (You can cast animal friendship at will for 1 hour)

Potion of diminution (you shrink 1 size category as the reduce person spell for 1d4 hours)

Potion of Growth (You increase 1 size category as the enlarge person spell for 1d4 hours)

Potion of Stone Giant Strength (makes your strength 23 for 1 hour)

Potion of Resistance (you gain resistance to 1 damage type for 1 hour)

Very Rare Potions: 1000gp

Potion of Healing Superior (heals $8d4+8$ HP)

Potion of Poison (DC 13 Con save, $3d6$ damage and poisoned status, save each round, each successful save reduces damage by $1d6$)

Potion of Fire Giants Strength (makes your strength 25 and gives you fire resistance for 1 hour)

Potion of Speed (you are hasted for 1 minute as the spell)

Potion of Invisibility (you are invisible for 1 hour or until you attack or cast a spell)

Potion of Revivify (brings back a character that died within the last minute to 1 HP)

Magic Items:

Powerful character will possess magical items, magic items can't be bought and sold in any normal market so gold can't be used to acquire them, instead their cost is shown in points with more powerful items taking up more of your points.

Keep in mind that you can only be attuned to 3 magic items at a time, though not all magic items require attunement. And that you can only have 1 magic item of each type except rings (no wearing two capes) Available magic items are listed below.

Item	Description	Attunement	Cost
Bag of Holding	Small light bag that's larger on the inside and doesn't get heavier with things inside it.	No	1
Sending Stones	Magic telephones, they allow communication over large distances.	No	1
Dancing Boots	You may disengage as a bonus action, and when you disengage you increase your speed by 10 ft for the round.	Yes	1
Goggles of Night	You gain darkvision out to 60ft	Yes	1
Gossamer Cloak	You don't take fall damage and you have advantage on athletics and acrobatic checks to jump.	Yes	1
Enchanted Instrument	Instruments that play themselves, you add double your proficiency and have advantage on perform checks.	Yes	1
Prayer Beads	7 beads, each can be spent to cast either healing word or bless. Once used they don't come back.	No	1
Blood Coin	1 silver coin, if carried by someone else they take half of the damage you take in your place.	Yes	1
Cloak of Protection	+1 AC and +1 on saving throws	Yes	2
Ring of Protection	+1 AC	Yes	1
Boots of Speed	Your Speed is doubled and you can dash as a bonus action.	Yes	2
Cloak of Elvenkind	As long as the hood is up you have advantage on stealth rolls	Yes	2
Necklace of Fireballs	8 beads, each one can be used to cast fireball, once used they don't come back	No	2
Belt of Hill Giants Strength	Your Strength is 21	Yes	2
Belt of Stone Giants Strength	Your Strength is 23	Yes	3
Flicker of doubt	A candle that ignites if the person holding it tells the truth and goes out if	No	2

	the person holding it lies. It burns for up to an hour before it is gone.		
Cloak of resistance	Choose one energy type, you have resistance to that energy type and advantages on saves against it.	Yes	2
Cloak of spell resistance	You have resistance to damage from spells and advantage on saves against spells	Yes	4
Mirror Shield	You have resistance to radiant damage and as a reaction you may cast counter spell 3 times per day.	Yes	3
Scrying Mirror	A hand held mirror that allows you to cast scry once per week, if someone else has a scrying mirror you may contact them just as though you were using sending stones.	Yes	1
Entropic Armour	While wearing the armour you appear to be an undead to all undead and magical divination	Yes	1
Winged Boots	You do not take fall damage and when you take the dash action you may fly though you must land on solid ground before you can do so again.	Yes	3
Winged Cloak	You do not take fall damage and once per day you may turn the cloak in glorious wings granting you a 30ft fly speed for 1 hour with perfect manoeuvrability.	Yes	4
Ring of invisibility	Once per day you may become invisible, you remain invisible until you choose to end it as an action or you attack or cast a spell.	Yes	2
Billowing cape	Your charisma is 16 and you can make the cloak billow in it's own imaginary wind.	Yes	1
Crown of Splendour	Your charisma is 21	Yes	2
Crown of Cunning	Your Intelligence is 21	Yes	2
Crown of Peace	Your Wisdom is 21	Yes	2
Belt of great fortitude	Your Constitution is 21 and you start each day with 20 temporary HP	Yes	2
Belt of Dexterity	Your Dexterity is 21	Yes	2
Everburning flame	An illusory flame that does not burn out and sheds light as a torch.	No	1
slippers of spider climb	Once per day you can cast spider climb though you don't need to concentrate on it.	Yes	2
Boots of Water Walking	Once per day you may cast water walk though you don't need to concentrate on it.	Yes	2
Elemental Ring	Your unarmed attacks count as magical and deal 1 point of elemental damage	Yes	1

Dream catcher	You are resistant to psychic damage and have advantage on saves against enchantment spells	Yes	2
Way finder	As an action you can make the way finder point either north, or towards the other nearest way finder.	No	1
Resolute Nail	Once hammered into a surface the resolute nail cannot be removed except by the person who put it there. Once removed the enchantment ends.	No	1
Returning Weapon	A thrown weapon with this quality returns to the wielder after hitting a creature or as a bonus action.	Yes	1
Endless Quiver	A quiver with this enchantment does not run out of the mundane ammunition it is designed for.	No	1
Handy haversack	A better bag of holding, like three in one.	No	2
Cornucopia	Each day the cornucopia produces enough food for 8 medium sized creatures to be comfortably fed	No	1
Endless Pitcher	Despite being small and light the endless pitcher constantly refills producing up to 10 cubic feet of water every day.	No	1
Blessed Chalice	Once per day the blessed chalice can turn the water in it into either a standard healing potion or holy water.	Yes	1
Fletcher's Fast Flight	This enchanted arrow can be loosed from any bow, the archer then teleports to the location where the arrow landed. Once used the arrow breaks.	No	2
Witchwood bow	Once per round, when a target is shot by a witchwood bow the archer may spend spell slots to deal 2d8 additional damage per spell slot used.	Yes	2
Witchwood Staff	Once per short rest a character using a witchwood staff can cast a spell as if it were using a spell slot two levels higher.	Yes	2
Witchwood Wand	Once per short rest a character using a witchwood wand can cast a spell as if it were using a spell slot one level higher.	Yes	1
Mages Glove	You may cast the prestidigitation and mage hand cantrips at will.	Yes	1
Maestros Spell Book	This wizard's spell book contains all cantrips and level 1 spells on the wizard's spell list. Additionally a wizard can change which cantrips and level spells they have prepared each short rest.	Yes	2
Animated rope	This rope can be ordered to act independently, tying or untying knots, assisting in climbs, holding creatures still etc. It gives the owner advantage on rolls to do with ropes and can move on	Yes	1

	it's own as long as at least one end of the rope is within 30ft of the owner		
Cuckoo Golem	This bird like automaton alerts you of danger, making a loud cuckoo noise if it senses danger, you can tell it what to ignore or look out for, it has a passive perception of 13 and 60 ft darkvision	Yes	2
+1 Magic Armour	This armour grants +1 AC	No	2
+1 Magic Weapon	This weapon grants +1 attack and damage	No	3
Additional Common Potions	For each point spent you may bring 3 additional common potions	No	1*
Additional Rare Potions	For each point spent you may bring 1 rare potion	No	1*
Additional Very Rare Potions	For every 2 points spent you may bring 1 additional very rare potion	No	2*

Old Characters, loot and treasure

Obviously some of you may wish to replay old characters, but you may lose your character sheet, or not play for months, or even play a lower levelled mission. During our session a character will be considered the same character as before if it has the same name, race, background and class. An adventure log will keep track of which adventures a character has been on and what rewards they received if any.

Generally old characters will follow the same requirements as a new character (meaning you could change subtle things by rebuilding your character, which is totally fine) However a returning character may have acquired rewards which can carry through into the new game. Usually these rewards are simply reputation, which will effect how NPCs interact with your character and might open up new opportunities or cause new problems other characters would not have.

Sometimes Characters will be rewarded with loot and treasure. Any mundane items are simply ignored, your character starts the new adventure equipped as a new character. Special magical items are different, they can be brought into your new adventures, magical rewards still have a cost in magic item points, but the items are usually slightly better than other items of their cost. It may not be possible to have all or even any of your previous reward items if you are now too low a level to use them, excuse it by claiming this is your backstory, or saying the items are being studied by wizards somewhere.

If a character dies and is not resurrected during a session but you still wish to play them it could be that they were resurrected between sessions, however they lose all of their magical item rewards either as payment for the resurrection or stolen from their bodies.

Examples include: Sir Tristans Sword (which no one got) +1 magic greatsword, that becomes a +3 against aberrations and fiends, requires attunement, costs 2 magic item points.