



Character Creation Guidelines

VERSION 1.1 – AUGUST 2000

These guidelines give you the basic information you need to create a starting LIVING GREYHAWK™ character, and to advance your character. Please be aware that these guidelines, like the LIVING GREYHAWK campaign, will change. Our commitment to you is that any changes will add options to characters (as more D&D® or GREYHAWK® material is published), not take away options, but very infrequently we may have to restrict options that were previously available. We will only do so after careful consideration. These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D *Player's Handbook* and these guidelines.

When new options become available, you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

Some aspects of character creation might require information from your Regional Triad. To find your Triad's contact information, consult the LIVING GREYHAWK homepage at <http://www.livinggreyhawk.com>.

To create your LIVING GREYHAWK character, follow these steps:

Step 1: Ability Scores

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign"; hence, each character uses 28 points distributed among all six statistics.

Table 6: Ability Costs

Cost	Score	Modifier
—	6	-2
—	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points Int 10: 2 points
 Dex 13: 5 points Wis 11: 3 points
 Con 14: 6 points Cha 12: 4 points

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans, and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity, as explained in Chapter 2 of the *Living Greyhawk Gazetteer*. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings must be of the lightfoot variety. All half-orcs are considered human/orc crossbreeds.

You must choose a non-evil alignment that also meets all requirements for your character's class.

A cleric must serve a specific non-evil deity from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Prestige Classes: The following Prestige Classes are allowed for PCs: arcane archer, dwarven defender, loremaster, shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide*.

A starting character receives the maximum amount of gold pieces for its class.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the new class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:

- **Alchemy Skill and Craft Skill:** These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.
- **Knowledge skill:** Knowledge skills cannot be anachronistic. Remember that the more specific a field of knowledge, the lower the difficulty class for information related to that knowledge – it is better to be specific in what you know.
- **Profession Skill:** At this time, profession skills can only be chosen from those listed in the Profession skill description in the *Player's Handbook*.

Step 5: Equipment

Purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. The only exception is that you may not purchase Masterwork items (manacles, tool kits, etc.) from these sections. You may purchase holy water from the Special, Superior, or Masterwork section of Chapter 7, but nothing else. You may not purchase magical items for your character except through play opportunities. Special, Superior, and Masterwork items will be available in play.

The Carrying Capacity rule is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the LIVING GREYHAWK *Gazetteer*. (There is no such thing as a “regionless” character.) The default home region where your starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default

LIVING GREYHAWK Regions

Ahlissa (Innspra/Adri): Austria, Germany
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Bandit Kingdoms: OK, TX
Bissel: CT, MA, ME, NH, RI, VT
Bone March (Knurl): Greece
Dyvers: IA, KS, MO, NE
Ekbir: France
Furyondy: MI
Geoff: DC, DE, MD, VA, WV
Gran March: NC, SC, GA
Highfolk: WI
Keoland: NJ, NY, PA
Ket: MB, NB, NS, ON, PEI
Nyrond: AZ, Southern CA, UT
Onnwal: United Kingdom
Pale: Northern CA, NV
Perrenland: Australia, New Zealand
Ratik: HI
Sea Barons: Italy
Shield Lands: MN, ND, SD
Sunndi: Belgium, Netherlands, Luxembourg
Tusmit: PQ
Ulek, Principality of: FL, PR
Urnst, County of: CO, MT, NM, WY
Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
Veluna: OH
Verbobon: IL, IN
Yeomanry: AL, AR, KY, LA, MS, TN

home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play when you play in the new area to which you moved.

A player may *not* choose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below at left to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit <http://www.livinggreyhawk.com> for the latest regions list, and for information on how to contact your Regional Triad.

Time Units

Time units are used to record how PCs spend their time. By using time units, you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Time units save you from taking your character out of play to perform non-adventuring activities.

Every year, a PC receives 52 time units (of 1 week each) to spend on their activities—adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two time units, and the cost will be indicated in the adventure text. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

Learning New Arcane Spells

Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells

There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other*, *polymorph self*, *permanency*.

Fame Points

Fame points are used to track how well known your PC is, and if your PC is recognized by those he meets. Fame points are always with an organization, never with individuals. Fame normally cannot be used up the way influence is—once someone knows who you are, they tend not to forget.

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you—enough influence with the right people, and you can convince them to work miracles on your behalf.

Lifestyle

PCs in the LIVING GREYHAWK campaign must pay a lifestyle cost at the beginning of each adventure, associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and

meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on Charisma-related skill checks.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Charisma-related skill checks.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer -1 on Charisma-related skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus Charisma-related skill checks.
- **Luxury:** You have the best of everything—spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on Charisma-related skill checks. Equipment left at home is generally quite secure.

Certificates

You will be issued certificates for things and favors that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the DUNGEON MASTER® who issues them, and the DUNGEON MASTER'S RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

- **Common**—A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.
- **Unusual**—A character can possess only one of these items.
- **Rare**—Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.
- **Unique**—Only one of these exists.

The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual," then you can own one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, as is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the

progress of the certificate from the original owner (on the front) to the current owner.

Certificates in the LIVING GREYHAWK campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

Craft Items: Crafted items cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 Time Unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.

Brew Potion: Creating a potion takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a potion costs 1 Time Unit, and only one potion may be created per adventure played.

Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a scroll costs 1 Time Unit per level of the spell being scribed, and only one scroll can be scribed per adventure played.

Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case-by-case basis. Contact your Triad for more details. These items require certificates, so though you may have the pre-requisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use a campaign procedure for doing so.

Guidelines for Ethical Play in LIVING GREYHAWK

In the LIVING GREYHAWK campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

PLAYERS

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

DUNGEON MASTERS

1. You are the dungeon master. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our game masters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the dungeon masters.