

Character Creation

Characteristics:

Characteristics Maximums are enforced. SPD has a campaign limit of 4 the only way to increase higher is through divine gift or magic item or spell.

OCV, DCV, ECV limited to maximum of 7

Characters will be built on 200 points with 50 points in complications and no one complication worth more than 25 points. Characters can if necessary “owe” up to 10 points in experience. This means that if necessary, and this is watch closely, a character can be built on 210 points. If this option is used the characters first EP awarded will automatically go to pay off the owed EP, no exceptions.

Players may use professional package deals out of Fantasy Hero, as well as the shape-shifter and pathfinder package deal. Schools of magic from fantasy hero Grimoires, as well as Coven Magic, and Demonology will be allowed. Psionics, known as Psion, will be allowed as well

Most of the cultural package deals listed will be allowed. However the following packages will not be open to characters: Divine, Elemental, Infernal, Lycanthrope and Vampire.

Special Abilities:

Some individuals in the Western Shores have been known to have abilities that others of they race do not. These are called special abilities.

They could have the ability to know what direction they are traveling at all times or a human with the ability to see in the dark.

The ability and background will be left up to the PC with GMs permission. All abilities must be purchased at the start of the campaign, they will not “spring” up later

Skills:

All skills allowed. All characters are assumed to start the game with the following everyman skills.

Acting 8-
Climbing 8-
Concealment 8-
Conversation 8-
Deduction 8-
Paramedic 8-
Persuasion 8-
Shadowing 8-
Stealth 8-
Native language 4 points no literacy
AK: Home Territory 8- (Subject to GMs approval)
KS: Native Cultural Knowledge 11-
KS: Western Shore 11- (general knowledge)
PS: Profession or Hobby 11-

Combat levels limited to 6 being used for one combat value. Example: character could have 8 levels with sword and use 6 to add to OCV and 2 to DCV in one phase.

Perks:

All perks from Fantasy Hero are allowed

New Perks:

Magic Resistance

Some races and creatures have natural resistance to magic. Characters only have the option if it is natural to their race or by

some divine gift or magical gift. This is watched very closely as it can unbalance the game and PCs only get it with GM ok. Only races known to have MR are Deep Elves and Draglings.

Magic Resistance is a new Perk, the cost is 10pts for a roll of 8-less, +1 for 2pts. This roll is used as a skill vs skill roll, for every +1 a mage makes his spell roll the MR roll is -1.

Talents:

All talents from Fantasy Hero Are Allowed. The use of Combat Talents, Combat Archery, Combat Spellcasting, Deadly Blow and such will be allowed. However, these talents may not be increased beyond those stated in the Fantasy Hero book

New Talents:

Craft

Spellcasters and Psions can have an advantage over the other professions based on how cheap spells can be if you use the spell skill system as I do. To help offset this a bit I created new talents that must be purchased to cast spell or use psionics

Mind Craft, Mage Craft, Divine Craft These are 3-point talents that allow the character to use the appropriate spells or powers. If a character is planning on being a mage and a cleric or a mage and a psion he/she must purchase both talents.

Spellcasters:

Spells:

Wizards can purchase spells skills from any college of magic or any spell created of

found in the various spell books available. They may also create spells through research. This take time and money so no starting character will be able to do so.

Casting:

All spells are required to take the limitation, requires skill roll. Because the Spell Skill system characters must purchase the Magic (power) Skill this is what the roll is based on. They may use the KS roll for the college as a complimentary skill roll.

Required limitations on spells:

ALL spells are required to have the following limitation applied to them:

Concentration (-1/4 Min)

Components (2 charges Min, 2 clips -1 Min. May take up to 4 charges)

Component pouch (Focus OIF -1/2 to start)

Must Mermorize/Review spells for at least 4hr a day (-1/4)

Incantations (-1/4 min)

Requires End To Cast (-1/4)

Requires Mana (-1/4)

Requires Magic Skill Roll (-1/2)

Requires Holy Symbol (_1/2, Priest only)

Total limitation = 4.75 (with 2 charges)

Other limitations or increased versions of the listed limitations may be taken as well.

Components

I require spells to use components and must reflect this is their creation. This serves several purposes; first, components are used up in the casting and must either be purchased or found if they are to be replaced for future castings. Component bags can be taken away from the casters, this become a possible hindrance and also helps to offset the advantage of the spell skill system.

In game terms limitations using the following stats:

Components W/extra kept in backpack to replenish - 2 to 4 charges, 1 set of 2 Clips (this is to reflect characters carrying extra components in a knapsack or magical bag. The player will have to collect or purchase more components as the campaign progresses.

Focus – OIF Component bag or pouch. Usually bought as durable though someone could buy it a fragile if they wish. The PIF reflects that it's obvious where they keep their components and it can be taken away from them or they can be impaired it retrieving components from them.

If a caster wants to purchase a component bag that is unbreakable, and they are available, they may do so. There are also "magical" bags that can house components that are IIF or even IAF. These can be found but are quite expensive.

If a character purchases these special bags with gold or the like they have to change the spells to reflect it and have to use experience

to pay for any difference in the spell skill price.

Perceive – Normally a power based on a focus cannot take the limitation perceivable. Using components I still allow this limitation to be added to spells that are normally not visible. An example would be a glowing field of protection for instance.

Memorization – Spellcasters must review or memorize their spells for at least 4hr a day to retain them.

Requires End To Cast – All spells require the caster to use end to cast the spell. The duration of the spell has no effect on END.

Requires Mana – All spells requires mana to work. Some areas of the western shores are weak in mana, in these areas spell work at half strength. Other areas are mana dead, here no spell or spell like ability will work at all. There are no known mana rich areas; there are only a few areas that are weak in mana and only 3 known places that are mana dead. Mana weak areas require 2x the End cost for casting the spell. Mana rich areas, if found, require ½ the end cost to cast the spell. For this reason the limitation is worth – 1/4

Experience Points In The Western Shore Campaign

Experience points in this campaign will be used to boost stats, skill rolls, gain new skills, new spell slots, some perks and talents.

Skills:

If a character wants to learn a new skill they must first find someone to teach them. Simply wanting the new skill and having the points to spend won't be enough. This may take sometime and will usually take money as well.

However, if there is someone in the group of adventures that the character is will knows the skill they can teach them. In game terms they will only be allowed to purchase familiar with at first. After using the skill for an adventure or two they can then by the full skill.

Increasing skill rolls will be allowed with no further training. The character using the skills throughout the adventuring is training enough.

Perks & Talents:

While perks are can easily be purchased with EP and the GMs help. The GM will have finial say on what contacts, favors and such are available to the PCs.

Talents on the other hand will be handled a bit differently. Some will have to be taught using the same method as new skills. Still others may need magical

or divine help, such as Danger Sense or animal friendship

Magecraft, Mindcraft and Divinecraft will be handled differently. If a PC wishes to become a spell caster or Psion it will be assumed that they have always had the ability just not the knowledge.

They will have to purchase the appropriate sight and school of magic and spell slots. If the wish to be a Psion they will need to purchase the various psionic abilities they wish to have.

If a mage wished to have more spells they will have to find/trade/buy them and study them. The character will have to make a roll as if they were casting the spell before the spell can be added. The character will have to study the spell for one week, game time, before the roll can be made. If the roll fails he will have to continue studying for another week before trying the roll again.

Psion characters will have to receive more training before they can gain new psionic abilities. Like gaining new skills, and mages gaining new spell slots, this can take a little time and may be spread of several adventures.

These rules are to add a bit of realism to the campaign. Other circumstances or requests that arise will be handled on a case-by-case basis.