

## *Welcome to the Western Lands*

Your adventure begins in an area known as “The Western Lands”. The area was once home to a great empire, now only two significant cities remain. Most of the area is wilderness and what ruins dot the land have long since been overrun by nature, and worse. As our story begins you have found yourself en route to a place known as Morgansfort.

Morgansfort is a small fortified outpost roughly two hundred and twenty miles south of the great Free City of Slateholm. You know very little about this fort aside from it being a hotbed of adventure, and riches. The only other fact you know of this bastion is that there is a monthly tax of one silver per person and one copper per animal. There is also a treasure tax on antique coins, but that is hardly a concern at this point.

With a spring in your step, and daydreams of riches and fame dancing in your head you press on toward adventure.

## **Character Generation**

...And now for the moment you have been waiting for, how are we going to do character creation? We are going to go old school with a bit of modern safety net. Attributes will be generated with the venerable 3d6, in order, one swap allowed. This will let you make sure you can hit a prime requisite for the character you want to play. As for the safety net, that is multi-fold. You get the option to throw out any set of rolls (one complete character worth). Additionally if you total the combined bonus/penalty values and it is less than +1 you can scrap the set of rolls. This will prevent you from having to play a character that is average or worse. But wait! there's more! If you have used your throw away, and you roll a set that is +1 or better and you still don't like it, you get one more option. We are offering a point buy option of a very exciting 21 points. This is a D20 style point buy, all attributes start at 8. To buy additional points we use the standard one point cost per point from 9-14; two points for 15; two points for 16; three points for 17; and three points for 18. You cannot buy above 18, a racial bonus is the only way to exceed 18 at character generation.

Races available, are any in the core BFRP rules. Here is a little twist though, there are no class restrictions for any race. On the flip side, we will not be using multi-classes.

Now that we have stats and our race, lets talk classes. Available to you are fighter, cleric, magic user, and thief. As I already mentioned there will be no multi-classing. In addition to the description offered in the rules, I want to throw in a few twists to keep a more free flowing flavor. First and foremost any character may attempt to do anything. What I mean by this is, the biggest burliest fighter is more than welcome to try and pick a lock. The dumb as a rock cleric can certainly try and pick up on the wizards zero level cantrips. The puny wizard can certainly grab that halberd and hope to get in a lucky shot. With appropriate time and role playing you may be granted additional abilities you would not normally expect. An easy example would be the extremely pious fighter, who one day was granted access to an orison. I thought long and hard about dropping the thief, as any class could try to pick locks, hide in shadows, and find traps, etc but decided to leave him in for anyone who wants to specialize in these tactics.

"You can say Expert Treasure-hunter instead of Burglar if you like. Some of them do. It's all the same to us." --

Gloin

We should now cover a few particulars for the various classes. Clerics are expected to buy a holy symbol, thieves will buy thieves tools, and magic users will buy a basic spell book. These class specific items cost 25 gold. If you intend to use any of your class abilities and you must have your class tools. The level 0 spell supplement is in play, see that document for details.

#### Clerics

Make up your own deity. The setting does provide for some options if you are at a complete loss of creativity. Druids, The Church of Tah, and The Reformed Church of Tah are available. I will provide more details if you want to pick those, but I will assume you will have some neat idea of your own and you will be lumped into the category of "The Hundred Gods". Weapon, and spell restrictions should fall in line with what your deity stands for. The DM will intervene to make it more in line with the expectation of a stock cleric if I need to.

Expect to have to tithe, sacrifice, vow of poverty, community service (of the divine magic variety), whatever you want to call it. You serve your higher power, and your higher power is going to expect something.

#### Magic Users

You know Read Magic. Its automatic, and although its basically a spell, you have done this so much you don't need to memorize it, it just happens. This does not count against your known spell total, for any purpose we need to know the level, it is level 1.

Save some money, your basic spell book wont last forever, you will end up needing to replace it, or buy more books. The basic book can not contain spells higher than level 3. You will need a book of better quality for the higher level spells.

As you gain in level, spell research will become available to you.

#### Thieves

You are a professional treasure hunter and generally all around thieffy type. Please try to act accordingly. Over time, you will be allowed to research your own traps and poisons (OK everyone can.. but you will be good at it)

Thieves cant is in as a language. Unless you have a penalty to intelligence, you know it automatically. It does not count toward any the total languages you may know from an intelligence bonus.

Yes, there really is a thieves guild. No, you cant apply. They will come find you when it is time.

For any other characters that would like to pick a deity, go for it. I consider it delightful flavor text that will earn you some role playing hooks. Back story is optional, but at least try and think of a few interesting things your character might talk about. Equipment will be done as stated in the rules, you get 3d6. Be sure to save a few coins to cover your tax at Morgansfort, as well as room and board. We will try and keep rudimentary track of encumbrance, and we will definitely track food and water, so don't forget about provisions. During the adventure, a wider variety of gear may become available for purchase, especially as we move toward larger populations. So if there is something missing, ask, I may let you buy it, but do keep in mind you are out in the middle of nowhere so it will have to be an egregious omission on the basic supply list.

# House Rules

These are a few house rules that will definitely be in. I can and will change the rules as I see fit for the situation, but I will try to be fair. If we come up with a house rule during play I will endeavor to add it here for reference. If this gets too long, Ill make a separate house rules document.

1. Zero level spells are in play. These may be awarded to non-casting classes at DM's discretion.
2. When you hit zero or negative hit points you get to roll Save v Death. If you fail, you are dead. If you make it, you are alive for 2d10 rounds. Any healing or first aid effort keeps you alive, but you remain unconscious for the duration.
3. Dead characters can be raised, its not cheap, it may not be easy to find, but its available at all levels. (from NPC) Obviously when the party cleric(s) can cast raise dead then there is no need to bother.
4. Thieves can customize their skills. From levels 2-9 you get 30 points, 10-15 you get 20 points, and from there out you get 10 points per level. You can assign these points however you wish, but no more than 10 per ability per level. No ability can be raised above 99%. Yup, this is what put me over the edge to leave the thief class in.
5. Item creation and spell research are in. The rules are in the book, when it starts becoming a factor in the game I may tweak the rules to fit better.
6. All the aforementioned class and race tweaks are in play.
7. There will be an XP bonus based on coin treasure the party extracts in their adventure. It will be 1XP/10 gold. This only applies to coins, and only ones the party is able to get back to safety. This may get dropped if levels come too fast.
8. Awesome role play will get you XP bonuses. Doing cool stuff is fun for everyone, dice grinding a reenactment of NWN2 is not. I will try my best to provide a good setting, mostly fair rulings, and a decent pace; your job is to provide the awesome.
9. The +10 munchkin blocker is in effect. If you min/max, munchkin play, or do other dickish annoying things your character will suffer. In short, if you are making it not fun for people I'm going to make it not fun for you. Ill probably also ask you to not play anymore too, just for good measure.

*And so it begins....*