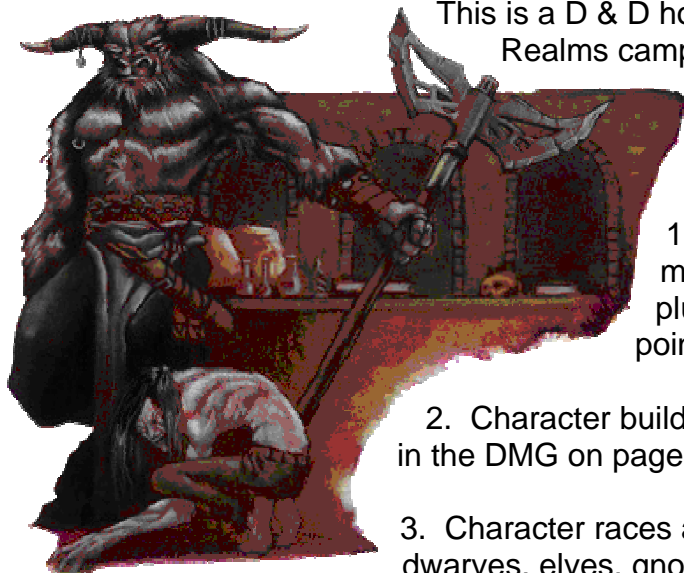


CHRONICLES OF RAPPAN ATHUK CHARACTER CREATION



This is a D & D home campaign loosely located in the Forgotten Realms campaign setting using the 3.5 version of rules. The story theme will be more old school D & D with more of the storytelling aspects versus the dice rolling encounters.

1. Characters will start at 1st level; will get the maximum number of hit points on their class hit die plus any constitution modifier. All other level hit points will be $\frac{3}{4}$ the hit die plus constitution modifier.
2. Character build will use the 32 standard point buy system found in the DMG on page 169.
3. Character races allowed will be the standard base races; humans, dwarves, elves, gnomes, half-orcs and halflings that are found in the Player's Handbook or the Forgotten Realms Campaign Setting book.
4. Any of the standard classes found in the Player's Handbook are allowed. Any prestige classes will have to be pre-approved by the Dungeon Master.
5. The critical hit and critical fumble tables will be used in this campaign.
6. Adventures will include; dungeon crawls, city, wilderness, mountain, hill, forest, plain, aquatic, desert, and marsh terrains.
7. Books allowed; Player's Handbook, Dungeon Master Guide, Monster Manual, Forgotten Realms Campaign Setting, Complete Adventurer, Complete Divine, Complete Arcane, and The Tome of Horrors.
8. Experience points will be rewarded at $\frac{1}{2}$ the normal experience points listed in the Dungeon Master Guide.
9. Starting gold for characters will be the maximum allowed for your class in the Player's Handbook on page 111.
10. Record keeping of characters is mandatory and encumbrances and movement will be monitored.