

The Wanderer's Chronicles - Character Creation

Step 0: Approved Books:

Unrestricted Books: (Everything available for use)

- Arms and Equipment Guide [AEG]
 - Divine [CD]
 - Psionic [CPsi]
- Book of Nine Swords [BookNS]
- Complete series books
 - Warrior [CW]
 - Adventurer [CAAd]
 - Arcane [CArc]
- Dungeon Master's Guide 3.5 [DMG] (Prestige Classes/Feats/Weapons/Magic Items)
- Expanded Psionics Handbook [XPH]
- PHB II
- Player's Handbook 3.5 [PHB]
- Races of the Dragon [RotD]
- Spell Compendium [SC]
- Unearthed Arcana [UA]

Limited Books: (Either limited to certain race/class or only certain items allowed.)

- Book of Exalted Deeds [BXD]
- Complete Mage [CMg]
- Complete Scoundrel [CSc]
- Drow of the Underdark [DU]
- Draconomicon [Dcm]
- Fiend Folio [FF]
- Libris Mortis [LMo]
- Lords of Madness [LMad]
- Magic Items Compendium [MIC]
- Magic of Incarnum [MoI]
- Manual of the Planes [MotP]
- Miniatures Handbook [MiniHB]
- Monster Manual [MM1]
- Monster Manual II [MM2]
- Monster Manual III [MM3]
- Monster Manual IV [MM4]
- Monster Manual V [MM5]
- Planar Handbook [PIH]
- Savage Species [SvS]

Restricted/DM Only Books:

- DMG (Everything else)
- Book of Vile Darkness [BoVD]
- DMG II
- Fiendish Codex 1: Hordes of the Abyss [FC1]
- Fiendish Codex 2: Tyrants of the Nine Hells [FC2]

Step 1: Ability Scores

You have 34 points to spend on stats. See page 169 in the DMG for the table.

Score/Cost

9/1	10/2	11/3	12/4	13/5	14/6	15/8	16/10	17/13	18/16
-----	------	------	------	------	------	------	-------	-------	-------

Step 2: Race

(See the Races Document or the listed book for modifiers. List subject to change.)

- Humans – Standard
- Dwarves
 - Deep Dwarves
 - Jungle Dwarves
 - Stone Dwarves
- Elven
 - Arctic Elves
 - Drow Elves
 - Forest Elves
 - Grey Elves
 - Half Elves
 - High Elves
 - Sea Elves
 - Vulcan Elves
 - Wild Elves
- Halflings
- Half Orcs
- Orc
- Or-gianthian
- Orc/Half-Orc
- Elan (XPH)
- Dromites (XPH)
- Githyanki (XPH)
- Githzerai (XPH)
- Half-Giant (XPH)
- Maenads (XPH)
- Xephs (XPH)
- Gnoll* (MM)
- Goblin* (MM)
- Goblin, Blue* (XPH)
- Half Dragon (Any) (MM, Dcm)
- Hobgoblin* (MM)
- Kobold* (MM)
- Lizardfolk (MM)
- Planetouched (MM)
- Dragonborn of Bahamut (RotD)
- Spellscapes (RotD)

(* Must be a citizen of Or-Giantha, and of non-evil alignment)

The Wanderer's Chronicles - Character Creation

Step 3: Class & Level

All PCs start at 4th level. Level Adjustment and racial hit dice must still allow at least one level of a standard class.

Unrestricted Classes

*Note – Alternate class levels from *Unearthed Arcana*, *PHB II*, and *Complete Mage* are limited*

- Ardent (CPsi)
- Beguiler (PHB II)
- Crusader (BookNS)
- Divine Mind (CPsi)
- Dragon Shaman (PHB II)
- Duskblade (PHB II)
- Erudite psion variant (CPsi) is allowed, but must be taken at first level, cannot be taken as a multiclass option
- Expanded Psionics Handbook - All
- Favored Soul (CD)
- Healer (MiniHB)
- Hexblade (CW)
- Knight (PHB II) – Is not equal to Knight of the Realm
- Lurk (CPsi)
- Marshall (MiniHB)
- Paladins of Freedom (UA)
- All PHB
- Racial Paragon (UA)
- Scout (CAAd)
- Spellthief (CAAd)
- Swashbuckler (CW)
- Swordsage (BookNS)
- Warblade (BookNS)
- Warlock (CArc)
- Warmage (CArc)

Limited Classes (1 of each, no more than 2 total):

Magic of Incarnum - All classes	Samurai (CW)	Wu-jen (CArc)
Ninja (CAAd)	Shugenja (CD)	Chronomancer (WNCS)
Psionic racial classes (CPsi)	Spirit Shaman (CD)	

Restricted/NPC Only Classes:

Paladins of Tyranny/Slaughter

Unrestricted Prestige Classes:

All Prestige classes from approved books/material not listed below. All prestige classes listed in the Prestige Class book specific to the campaign are allowed.

Limited Prestige Classes (DMs permission or special circumstances required):

- Alienist (CArc)
- Anarchic Initiates (CPsi)
- Beastmaster (CAAd)
- Black Flame Zealot (CD) – Must be a worshiper of Kothar (Replace kukri prof with spiked chain), Meelah, Xalthin, B'har
- Blood Magus (CArc)
- Book of Nine Swords - All prestige classes unless PC is one of the Martial Adept Classes
- Cavalier (CW) – Must be a Knight of the Realm
- Disciple of the Eye (RotD)
- Dread Pirate (CAAd)
- Ectopic Adept (CPsi) – Must join the Order of Ecton
- Eldritch Disciple (CMg)
- Entropomancer (CD) – Must worship Chaia, Shanth, Valikos, Cyrl, or Dythesis
- FateSpinner (CArc)
- Fochlucan Lyryst (CAAd) – Must join Bardic Scales
- Geomancer (CD) - Must worship one of the nature deities, or be a druid as their divine half.
- Green Star Adept (CArc)
- Illumine Soul (CPsi) – Must be any Good alignment and worship a Good deity.
- Kensai (CW)
- Knight of the Chalice (CW)
- Maester (CAAd) – Must join the Artificer's Guild
- Mage of the Arcane Order (CArc) – Must join one of the Orders of Wizardry.
- Magic of Incarnum - All classes
- Malconvoker (CSc)
- Radiant Servant of Pelor (CD) – Known as Flares of Nissria
- Rainbow Servant (CD) – Allowed only to wild elves/half elves, jungle dwarves and human clerics of Bahamut from Soltara.
- Ronin (CW) – Available only for fallen or ex samurai.
- Seekers of the Misty Isle (CD) – Renamed Wanderers of Corellon. Members find lost elven souls.
- Shining Blade of Heironeous (CD) – Renamed Guardians of Justice, must worship Tor
- Spellsword (CW)
- Spymaster (CAAd)
- Storm Disciple (CPsi) - Must worship Marthammor Duin, Aerdrie Faenya, Stronmaus, Valikos or Valmurail
- Temple Raider of Olidammara (CD) – Renamed Divine

The Wanderer's Chronicles - Character Creation

- Filchers, must worship Morgiss, Meelah, or Makus
- Unseen Seer (CMg)
- Void D disciple (CD)
- Wild Mage (CArc) – Must worship Darcia, Tissana, Chaia, Ishalia, Syssia, Helisus or Dythesis
- Wild Soul (CMg) – Must be chaotic in alignment.
- Zerth Cenobite (CPsi)

Restricted/NPC Only Prestige Classes:

- Acolyte of the Skin (CArc)
- Assassin
- Blackguard
- Blighter (CD)
- Eye of Gruumsh (CW)
- Ghost-Faced Killer (CAAd)
- Hulking Hurler (CW)
- Purple Dragon Knight (Non-existent) (CW)
- Ravager (CW)
- Red Wizard of Thay (Non-existent)
- Stormlord (CD) – Renamed Thunderguards. Must worship Valikos or Valmurail
- Suel Arcanamach (Non-existent) (CArc)
- Thayan Knight (Non-existent) (CW)
- Ur-Priests (CD)

Step 4: Skills and Feats

Skills and feats from allowed books are allowed. Some are subject to DM approval. New skills and feats are listed in the Skills and Feats document.

Step 5: Alignment

LG, NG, CG, LN, N are allowed. CN is limited

Step 6: Deity

You must worship a deity no more than one step away from your alignment. Clerics must be no more than one step from their deities' alignment in order to gain spells. The only exceptions are Briair (Who has a following of monks and a paladin order), Eshowdo (Anyone may worship Eshowdo, but clerics are still restricted to one step away), the elemental deities (Ogith, Alyssi, Kothar, Isthiss) and Thrak (All merchants worship him, but his clerics must be true neutral or lawful neutral).

Selenia sponsors an order of Paladins of Freedom (The HeartShields), and is the only human power to do so, though individual Paladins of Freedom may worship any appropriate CG deity. Xalthin supports an order of Paladins of Tyranny (Known as the Tyrant's Swords) and Cyrl supports an order of Paladins of Slaughter (Known as the TruthBreakers).

Clangeddin Silverbeard sponsors a group of Paladins of Freedom **and** an order of regular paladins. Only dwarves can qualify for these variants.

Corellon Larethian sponsors a group of elven Paladins of Freedom. Only elves and half-elves qualify.

Elistraee sponsors a group of Paladins of Freedom (The Sliver Swords). Only drow, half drow (Of either gender) qualify to start. Other elves may join the Silver Swords after multiclassing into Paladin of Freedom from fighter, ranger or cleric (Elistraee).

Loth supports a group of Paladins of Slaughter (Known as Loth's Venom. Individual members are called Lady Fangs. Female members only), as does Selvetarm (Known as the Maces of Loth. Males only.)

Step 7: Starting Magic Items/Spells

Wizards gain a number of spells, depending on their Intelligence modifier. All Wizards start with all 0 level spells from the PHB and the Spell Compendium. They gain 4 times their Intelligence modifier for 1st level spells and their Intelligence modifier for second level spells if they have access to 2nd level spells. Spells are chosen from the PHB, Spell Compendium and the world-specific spellbook.

Magic items are gained by rolling a d20 and d% dice. This must be done in front of the GM and items will be given.

Play on!