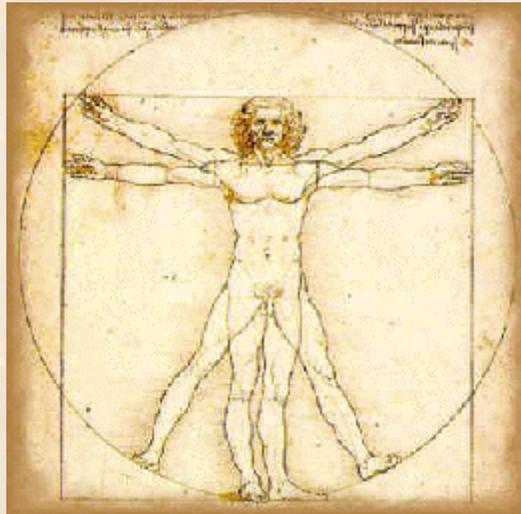


THE
CREATION POINTS SYSTEM

VERSION 1.0, RELEASED 07.30.01

[HTTP://DALMGG.THYLE.NET/RESOURCES/POINTS.HTML](http://dalmgg.thyle.net/resources/points.html)



AS PRESENTED BY THE

DANIEL A. LAMBRIX

MEMORIAL GAMING GROUP

REQUIRES THE USE OF THE DUNGEONS & DRAGONS®
PLAYER'S HANDBOOK, THIRD EDITION,
PUBLISHED BY WIZARDS OF THE COAST®.

OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

[End of License]

This printing of the Creation Points System complies with the Open Gaming License (OGL) version 1.0a and includes Open Gaming Content (OGC) as identified under the terms of the Open Gaming License. Subsequent printings of this product will incorporate, and comply with, the most current version of the Open Gaming License, as made available by Wizards of the Coast®. This COPYRIGHT NOTICE must remain affixed as a permanent part of the content. This work is COPYRIGHT 2001, the Daniel A. Lambrix Memorial Gaming Group (visit our website at <http://dalmgg.thyle.net>) and is Open Game Content as defined under the terms of the Open Gaming License. The system presented herein is the original work of the author. Any use or modification of this system must give credit to the original author.

This work requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. References to works in this product, including, but not limited to, class names, names of Feats, or names of organizations or regions of the Forgotten Realms® Campaign Setting are no challenge to their ownership by Wizards of the Coast®.

Use of the names Wizards of the Coast, Dungeons and Dragons, D&D, 3E, D20 or any other copyrighted or trademarked names or materials is not intended as a challenge to the copyright owner in any way. No challenge to those copyrights or trademarks is intended by their use in this material. WIZARDS OF THE COAST®, Dungeons & Dragons®, D&D®, Forgotten Realms, and the D20 System® are registered trademarks of Wizards of the Coast, Inc. The Open Gaming License® is owned by Wizards of the Coast, Inc. The Daniel A. Lambrix Memorial Gaming Group has no affiliation with Wizard of the Coast®, the D20 System®, the Open Gaming License®, or the Open Gaming Foundation®.

THIS PRODUCT IS NOT PUBLISHED OR ENDORSED BY WIZARDS OF THE COAST, INC.

BACKGROUNDS

ΛΡΕΙΗΟ ρ ΟΡΕΤΤΙΙ ΓΗΓΤΙΡΟ ΗΡΕΙΕΗ ΗΤΖΛΟ

This section describes the various Background options available to accumulate Creation Points. Use the Creation System Worksheet to help you through completion of the various backgrounds, and to maintain a total of the points you accumulate. As always, check with your DM before you begin to see what restrictions or modifications he might have to the available choices.

Here is the format for the Background descriptions:

BACKGROUND NAME

Creation Points (Maximum): The number of Creation Points that you can earn using this Background. The first number represents the Points earned for doing the minimal amount of work for the Background, while the number in parenthesis is the maximum number of points that may be earned. The maximum number may either be multiplications of the minimal amount of work, or meeting further qualifications as detailed in the Background description.

Description of what you must do to earn the points in plain language.

CHARACTER REGION

Creation Points (Maximum): 1 (2)

Earn 1 Creation Point each for: Choosing a Preferred Character Region for your character's class (you still receive all normal benefits); Worshiping a Favored Deity for your character's Home Region.

DETAIL YOUR FORTE

Creation Points: 3

Spellcasters: Write up the somantic and vocal components for all known spells (or five spells, whichever is greater) of your highest spell level. Non-Spellcasters: Describe your combat fighting style. What is it called? Does it emphasize speed, strength, feints, parries, etc.? Where did the style come from, who teaches it, etc.?

FAMILY, FRIENDS, & ENEMIES.

Creation Points (Maximum): 2 (6)

Write a detailed description of a friend, family member, or adversary. Answer the seven questions: Who is he? What does he do? When did you know him? Where is/was he? Why is he important to you? How did you get along?

HISTORY

Creation Points (Maximum): 3 (15)

Write a 1-5 page character history essay under the specifications for format and content as set forth by your DM.

ILLUSTRATION

Creation Points: 1

Provide an illustration representing your character. It should resemble your character as closely as possible. It can be hand-drawn, cutout, downloaded, color, or black and white – as long as it is a good representation.

MINIATURE

Creation Points: 1 (2)

Bring a miniature to the game for near accurate representation of your character. Earn double points if the miniature is painted.

ORGANIZATION

Creation Points (Maximum): 2 (4)

Tie a Forgotten Realms (or other worldly) Organization or Power Group into your character history. Must be meaningful, not just a dropped name.

PATRON DEITY

Creation Points: 2

Give a good reason why your character worships his/her deity, how and how long. Must be 100 words for clerics or paladins, 50 for other classes.

PC RELATIONSHIPS

Creation Points: 2

Tie in your character's background with that of one or more of the other player characters. At least 75 words of the background must relate to the other player characters and cannot be "We just met..."

PERSONAL SIGIL/FAMILY CREST

Creation Points: 1

Describe or draw your personal sigil or family crest.

PHYSICAL DESCRIPTION

Creation Points: 2

Complete a detailed description of your character and his/her equipment, including (though not limited to): Race; Sex; Age; Height; Weight; Eye Color, Skin Tone, and Hair Color/Style; Clothes Worn; Equipment Carried & Where Stored.

QUESTIONNAIRE

Creation Points: 3

Answer the background questions in the [Hero Builder's Guidebook](#) by Wizards of the Coast®.

REWARDS

ΛΡΕΙΗΟ ρ ΟΡΕΤΤΙΙ ΓΗΕΤΤΙΡΟ ΗΡΕΙΕΗ ΗΤΖΩ

This section describes the various Rewards available to spend your Creation Points. Use the Creation System Worksheet to help you keep track of your Points available and spent. As always, check with your DM before you begin to see what restrictions or modifications he might have to the available choices.

Here is the format for the Reward descriptions:

REWARD NAME

Description of what the Reward grants you or represents in plain language.

Point Cost: The number of Creation Points that you must spend for this Reward. If the cost is listed as 'Special', you must refer to that heading.

Benefit: What this reward grants your character in game terms.

Special: Specific point costs for the Reward will be listed here.

Restriction: Any requirements or limitations to the Reward.

ABILITY SCORE INCREASE

Your character has above-average natural capabilities.

Point Cost: Special

Benefit: You may increase your character's primary ability scores.

Special: Point costs are scalar, based on the table below:

- Raise an ability score one point, up to, and including, 16: 3
- Raise an ability score from 16 to 17: 5
- Raise an ability score from 17 to 18: 8
- Raise an ability score from 18 to 19: 12

Restriction: You may only raise three Ability Points.

ADDITIONAL FEAT

Your character is especially talented.

Point Cost: Special

Benefit: You may choose an additional General Feat at first level.

Special: The cost is 8 points if spent on a Regional Feat for your character's region, or for one of the Preferred Class Feats listed below. If a different Feat is purchased, the cost is 10 points.

Preferred Class Feats:

- Barbarian - Power Attack
- Bard - Weapon Finesse
- Cleric - Extra Turning
- Druid - Track
- Fighter - Weapon Focus
- Ranger - Alertness
- Rogue - Skill Focus
- Paladin - Mounted Combat
- Sorcerer - Eschew Materials
- Wizard - Spell Focus

Restriction: This Reward may only be taken once.

CHARACTER SKILLS

Your character has a background or interest in certain skills, and excels in them. As compensation for this interest, normal skills for your class suffer.

Point Cost (Maximum): 1 (5)

Benefit: You may choose any cross-class skill to be treated as a class skill.

Restriction: For every cross-class skill chosen, choose one class skill that will now be treated as cross-class. Basis for your choice(s) must be found in your character background.

EXPERIENCE POINTS

Your character has seen and done more than the average new adventurer.

Point Cost (Maximum): 1 (19)

Benefit: You may purchase 50 experience points for each Creation Point you spend.

EXTRA-CULTURAL UPBRINGING

Your character was raised outside the bounds of her normal racial culture.

Point Cost: 8

Benefit: Your character speaks the starting languages, has the favored class and racial/cultural skill package of your foster culture. You retain all the physical racial traits of your parent race. You may join Prestige Classes for which you qualify through either your birth or foster race.

Restriction: If you are of non-human (not part-human, such as half-elves, half-orcs, or genasi) ancestry, but raised by humans, you must choose any single class as your favored class at the time of creation.

FAMOUS BACKGROUND

Your character descends from a famous person. Stories of your ancestor are still tales told in the taverns.

Point Cost: 5

Benefits: You gain two ranks in Knowledge (family history) as a class skill and a minor magical item that once belonged to this ancestor.

MULTI-CLASSED CHARACTER

Your character has studied multiple career paths, rather than the standard narrow focus most people follow.

Point Cost: 12

Benefit: You may begin play as a level 1/1 character. You do not advance another character level until you have achieved 3rd level, at which point you progress normally.

Restriction: Reasons for your dual nature must be provided in your character background.

NOBLE BACKGROUND

Your character comes from a noble family. You must choose a Home Region, and your family must reside there. You carry the benefits and hindrances of your family name.

Point Cost: Special

Benefits: You gain one rank each in Knowledge (region), Knowledge (court etiquette), Knowledge (regional nobility) and Knowledge (family history) as class skills.

Special: Point costs are determined by your family's social standing as listed below:

- Lesser Noble in Good Standing: 5
- Lesser Noble Heir in Good Standing: 7
- Lesser Noble in Fallen Grace: 3
- Lesser Noble Heir in Fallen Grace: 5

- Higher Noble in Good Standing: 10
- Higher Noble Heir in Good Standing: 12
- Higher Noble in Fallen Grace: 8
- Higher Noble Heir in Fallen Grace: 10

- Royal Noble in Good Standing: 15
- Royal Noble Heir in Good Standing: 17
- Royal Noble in Fallen Grace: 13
- Royal Noble Heir in Fallen Grace: 15

NON-STANDARD PC RACE

Your character comes from an uncommon racial background.

Point Cost: Special

Benefit: You may choose a race with a Level Adjustment.

Special: Point costs are determined by the race's Level Adjustment, as listed below:

- ECL +1 costs 15 Creation Points.
- ECL +2 costs 20 Creation Points.
- ECL +3 costs 25 Creation Points.

SKILL POINTS

Your character has learned many skills in his days prior to adventuring.

Point Cost (Maximum): 1 (10)

Benefit: You may purchase skill points for each Creation Point you spend.

SWAP FAVORITE CLASS

Your character's calling is somewhat different than those of his/her race.

Point Cost: 15

Benefit: You may choose to swap the character's Favorite Class based on race to one of your choosing (can be any core class or core class variant with GM approval).

Restriction: This Reward may only be taken once.

WEALTHY BACKGROUND

Your character comes from a wealthy family that is willing to help support your decision to begin adventuring.

Point Cost: 5

Benefits: You gain two ranks in either Appraise, Diplomacy, Knowledge (court etiquette), Knowledge (regional merchants), Knowledge (regional nobility), or Knowledge (region). You multiply your starting cash by 15 rather than 10 (50% increase).

Restrictions: You must choose a suitable region for your character, and your family must reside there.

CREATION SYSTEM WORKSHEET

ΛΡΕΙΗΟ ρ ΟΡΕΤΤΙ ΓΗΤΤΙΡΟ ΗΡΕΙΕΗ ΗΤΤΙΟ

CHARACTER REGION

CREATION POINTS (1 / 2): _____

List your home region:	Preferred Class Region? Yes __ (1 pt.) No __ (0)
List your patron deity:	Favored Deity of Region? Yes __ (1 pt.) No __ (0)

DETAIL YOUR FORTE

CREATION POINTS (3): _____

Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Spell: _____ Level: _____ School: _____ Somantic Component(s): _____ Verbal Component(s): _____
Combat Style Name: _____ Origin: _____ Maneuvers this style emphasizes (i.e. speed, strength, feints, parries, etc.): _____ Character was taught where: _____ Description: _____

FAMILY, FRIENDS, & FOES

CREATION POINTS (2 / 6):

Who is he/she? _____ What does he/she do? _____ When did you know him/her? _____ Where is/was he/she? _____ Why is he/she important to you? _____ How did you get along? _____ History: _____ _____ _____
Who is he/she? _____ What does he/she do? _____ When did you know him/her? _____ Where is/was he/she? _____ Why is he/she important to you? _____ How did you get along? _____ History: _____ _____ _____
Who is he/she? _____ What does he/she do? _____ When did you know him/her? _____ Where is/was he/she? _____ Why is he/she important to you? _____ How did you get along? _____ History: _____ _____ _____

HISTORY

CREATION POINTS (3 / 15): ____

Complete a character history essay under the specifications for format and content as set forth by your DM.

Number of Pages: ____ x 3 Points Per Page = ____ Points Earned (Maximum 15)

ILLUSTRATION

CREATION POINTS (1): ____

Please provide your character illustration on a separate form of media.

MINIATURE

CREATION POINTS (1 / 2): ____

Suitable miniature?	Yes __ (1 pt.) No __ (0)	Painted?	Yes __ (1 pt.) No __ (0)
---------------------	--------------------------	----------	--------------------------

ORGANIZATION

CREATION POINTS (2 / 4): ____

Organizations or Power Groups included in Character History for 2 Points each:

--	--

PATRON DEITY

CREATION POINTS (2): ____

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____
--

PC RELATIONSHIPS

CREATION POINTS (2): ____

PC(s): _____ Background: _____ _____ _____ _____ _____ _____ _____ _____ _____

PERSONAL SIGIL / FAMILY CREST

CREATION POINTS (1): ____

--

QUESTIONNAIRE

CREATION POINTS (3): _____

Home Climate: _____
Home Community Size: _____
Family Economic Status: _____
Family Social Standing: _____
Family Private Ethics: _____
Family Public Ethics: _____
Family Religious Commitment: _____
Family Reputation: _____
Family Political Views: _____
Family Power Structure: _____
Ancestors of Note: _____
Early Childhood Instruction: _____
Formal Education: _____
Learning a Trade: _____
Early Childhood Events: _____
Youth Events: _____
Pivotal Events: _____
Parents: _____
Sibling Rank: _____
Extended Family: _____
Friends: _____
Enemies: _____
Instructors: _____

The categories of this questionnaire are taken from the "Creating Your Personal History" chapter of the Hero Builder's Guidebook, (ISBN 0786916478) ©2000 Wizards of the Coast (<http://www.wizards.com>), and are used here without permission and against copyright. The book provides a plethora of information for character creation, and is personally recommended by the author of this document. The particular chapter referenced for this Worksheet includes suggestions and random tables for character history generation.

