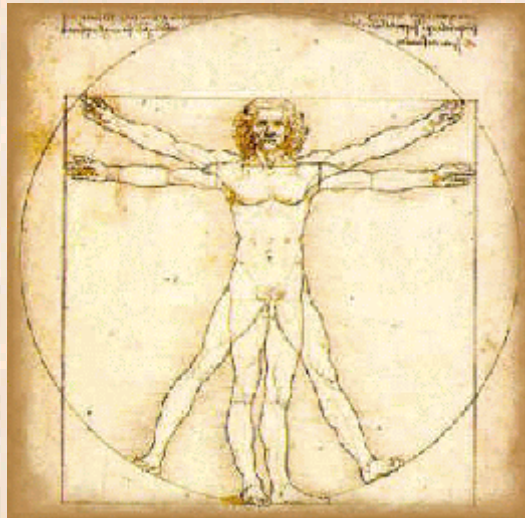


THE
CREATION POINTS SYSTEM

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

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Version 1.0a

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CREATION POINTS SYSTEM

ΛΡΕΙΗΟ ρ ΟΡΕΤΤΑ ΓΗΕΤΤΑΡΟ ΗΡΕΙΕΗ ΗΤΤΑ

INTRODUCTION

THE MOST IMPORTANT ASPECT OF CHARACTER CREATION IS THE DEVELOPMENT OF YOUR CHARACTER'S BACKGROUND. HOW CAN YOU EVER TRULY UNDERSTAND YOUR CHARACTER IF YOU DO NOT KNOW WHAT HE OR SHE HAS BEEN THROUGH? ONLY THROUGH THE CREATION OF A COMPREHENSIVE BACKGROUND CAN YOU BEGIN TO CREATE THAT UNBREAKABLE BOND THAT UNITES YOU WITH YOUR CHARACTER.

BASICALLY, THE POINT OF THIS SYSTEM IS TO SET GUIDELINES THAT ALLOW YOU TO WRITE ABOUT ANYTHING RELATED TO YOUR CHARACTER'S BACKGROUND, PERSONALITY, AND MENTAL/PHYSICAL/EMOTIONAL TRAITS, REGARDLESS OF RACE, CLASS, GENDER, OR RELIGION. BY DEFINING AND ESTABLISHING YOUR CHARACTER, IN SUCH A WAY AS TO MAKE YOUR EFFORT TO ROLEPLAY APPARENT, YOU ARE REWARDED IN SUCH A WAY THAT BENEFITS SAID CHARACTER.

INSTRUCTIONS

COMPLETE ANY COMBINATION OF BACKGROUNDS AS DETAILED IN EACH INDIVIDUAL DESCRIPTION TO EARN THE CREATION POINTS ALLOTTED BY SAID BACKGROUND. KEEP TRACK OF THE POINTS YOU EARN ON THE CREATION SYSTEM WORKSHEET, UP TO A MAXIMUM NUMBER OF 25 POINTS.

YOU MAY NOW SPEND THESE POINTS BY SELECTING ANY COMBINATION OF REWARDS THAT BEST SUIT YOUR CHARACTER, UP TO THE NUMBER OF POINTS EARNED THROUGH THE BACKGROUNDS. SUBMIT YOUR CREATION SYSTEM WORKSHEET TO YOUR DM FOR APPROVAL. ENJOY YOUR DETAILED CHARACTER!

ΛΡΕΙΗΟ ρ ΟΡΕΤΤΑ ΓΗΕΤΤΑΡΟ ΗΡΕΙΕΗ ΗΤΤΑ

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BRETT LAMBRIX

SPECIAL THANKS:

THE DANIEL A. LAMBRIX
MEMORIAL GAMING GROUP
([HTTP://DALMGG.THYLE.NET](http://DALMGG.THYLE.NET))

ANGELSBOI
GELTIBEAR 1 - DROWDUDE
KILLANE - NIKO7 18

ANY OTHERS WHO LEFT FEEDBACK
OR SUGGESTIONS ON ERIC NOAH'S
HOUSE RULES FORUM!

ERIC NOAH FOR BUILDING
SUCH A GREAT COMMUNITY!

MONTE COOK, JONATHAN TWEET,
& SKIP WILLIAMS FOR BRINGING US
DUNGEONS & DRAGONS 3RD EDITION!

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

ΛΡΕΙΗΘΡΟ Ρ ΟΡΥΕΤΤΑΙ ΓΗΓΥΤΑΡΟ ΗΡΥΕΤΗ ΗΤΥΝΟ

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 ΟΡΕΤΤΙΙ ΓΗΕΤΤΙΡΟ 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.

