



CHARACTER CREATION ASSISTANT

Revised July 21, 2009

This document is designed to assist players build characters for this campaign. It serves to present house rules (see also **House Rules and Clarifications** document) in regards to characters as well as point out useful material that fits with the campaign style. This document is not required for building characters, it is simply a tool to make it easier for the player.

ABILITY SCORE GENERATION

Roll 4d6 keeping the highest three rolls. Do this seven times and keep the six scores you wish.

RANDOM TABLES

Sometimes it is entertaining to create a character based on random dice rolls instead of making all the choices. Here are some useful charts for rolling up an *Oriental Adventures* character in this campaign.

Table 1: Gender		Table 3: Class		Table 4: Alignment	
d%	Gender	d%	Class	d%	Alignment
01-49	Male	01-05	Akashic	01-15	Lawful Good
51-00	Female	06-10	Budoka	16-40	Lawful Neutral
Table 2: Race		11-15	Crusader	41-65	Neutral Good
d%	Race	16-20	Dang-Ki	66-80	Neutral
01-10	Hengeyokai	21-25	Dragon Shaman	81-00	Chaotic Good
11-63	Human	26-30	Martial Warrior	Table 5: Background	
64-68	Korobokuru	31-35	Muni	d%	Background
71-80	Litorian	36-40	Ninja	01-10	Dragon Kith
81-85	Nezumi	41-45	Ritual Warrior	11-23	Entertainer
86-90	Spirit Folk	46-50	Samurai	24-39	Merchant
91-95	Vanara	51-55	Shaman	40-52	Militia
96-00	Volodni	56-60	Shikari	53-60	Noble
		61-65	Shugenja	61-72	Scholar
		66-70	Sohei	73-85	Seaman
		71-75	Swordsage	86-00	Streetwise
		76-80	Thuggee		
		81-85	Tong Shu		
		86-90	Tsukai		
		91-95	Warblade		
		96-00	Wu Jen		

Note: Alignment must fit with class. If random alignment is prohibited, roll again.



STARTING EXPERIENCE

Each character can start with up to 45,001 experience points, which is sufficient to be a 10th-level character. However, if a character is created that violates multi-classing experience penalty restrictions, the character would have to pay the cost of those experience points. For example, a character choosing to gain levels in two classes when neither is his Favored Class, their levels must be within one level of one another or a 10% penalty ensues.

Example: A character may be a Crusader 5/Thuggee 5. If he wanted to be Crusader 4/Thuggee 6, he would be out of balance and suffer experience penalties.

Favored Class ignores the balance penalties. A human character's Favored Class is always the class he has the most levels in currently.

Experience points can also be "spent" in character creation on things such as Magic Item Creation or Kata Feats.

STARTING MONEY

Each 10th-level character begins with 49,000 tael with which to purchase equipment. If the character happens to be lower level due to spending experience points on other features, the amount is less. Give 9th-level characters 36,000 tael and 27,000 tael to 8th-level characters.

MARTIAL ARTS FEATS

Budo (martial arts) plays a large part of this campaign. Below are some feats in our rules documentation that fit well with a martial arts flavor. No character is required to take any of these feats; this is simply an aid in building a character that fits the campaign theme.

In addition to the listed [General] feats, the [Kata] and [Metastrike] feats are very fitting but have special requirements to acquire.

[General] Feats

Analyze Opponent, Ancestral Relic, Avoidance, Blind-Fight, Block Attack, Block Charge, Bounding Assault, Brawler, Bull Charge, Choke Hold, Clever Opportunist, Clever Wrestling, Clinch Attack, Close-Quarters Fighting, Combat Expertise, Combat Reflexes, Counter Charge, Cunning Sidestep, Curling Wave Strike, Cut Arrows, Damaging Block, Damaging Hold, Death Blow, Death From Above, Defensive Fighter, Defensive Throw, Deflect Arrows, Deft Fist, Dexterous Grappler, Diehard, Disarming Expert, Dodge, Eagle Claw Attack, Earth to Sky, Eschew Bow, Evasive Fighting, Evasive Reflexes, Exotic Weapon Proficiency, Falling Sun Attack, Fearsome Display, Fiery Fist, Fiery Ki Defensive, Finishing Move, Firm Stance, First Strike, Fist of the Dragon, Fist of the Heavens, Fists of Iron, Flamboyant Display, Flipping Attack, Flowing Sand, Flying Kick, Follow Through, Goad, Grappling Threat, Great Grappler, Greater Block Attack, Greater Disarm, Greater Evasive Fighting, Greater Flurry, Greater Throw, Hard Target, Hobbled Strike, Hold the Line, Impeding Grappler, Improved Block Attack, Improved Bull Rush, Improved Charge, Improved Critical, Improved Deflect Arrows, Improved Disarm,



Improved Dodge, Improved Evasive Fighting, Improved Flurry, Improved Grapple, Improved Initiative, Improved Leverage, Improved Natural Attack, Improved Overrun, Improved Refocus, Improved Throw, Improved Trip, Improved Unarmed Strike, Improvised Weapon, Interference, Intimidating Strike, Ki Blast, Ki Shout, Kip Up, Kung Fu Genius, Leap Attack, Leap of the Heavens, Lightning Grab, Lock Block, Low Blow, Lunging Strike, Martial Stance, Martial Study, Martial Weapon Technique, Mighty Strike, Mobility, Natural Striker, Painful Pin, Paralyzing Blow, Perfect Body, Pharaoh's Fist, Power Attack, Powerful Charge, Pressing Attack, Prone Attack, Reflexive Grapple, Ring the Golden Bell, Ritual Combat, Serpent Fang, Shuriken Kick, Slippery, Snagging Trip, Snap Kick, Snatch Arrows, Spinning Combat, Spring Attack, Stunning Fist, Superior Unarmed Strike, Surprise Kick, Take Down, Throw, Touche, Tumble Step, Unbalancing Strike, Versatile Unarmed Strike, Weapon Kata

EQUIPMENT

Weapon Templates: Balanced, Blackened, Crystal Laced, Crystalline, Hollow, Masterwork, Separating Double Weapon, and Surujin are all especially appropriate for this campaign.