

# Character Creation

## Non-official content

Everything is allowed, however if it is non-official, talk to the DM.

## Extra Feat

All players get an extra feat at level 1.

## Banned Things

### Feats

Lucky

## Party Conflict

None by DM design.

## Transportation

Three primary modes of transportation:

- Road: Dangerous, higher chance of random combats
- Airship: Travel between cities and free travel.
- Teleportation: Limited goods.

## Persuasion

DC affected by acting.

## Skill checks

Critical success and critical failure are a thing, DM's discretion.

# Items

## Monster Hunter Item Crafting

We will be using Monster Hunter Weapon Rules, where each item has a number of slots and materials can be slotted for additional effects.

<https://www.gmbinder.com/share/-LCK9FgQaqaXBVmLeCeT>

## Potions of healing

Potion of healing 10gp

## Scrolls

Level	Rarity	Cost
Cantrip-1	Common	10-20 gp
2-3	Uncommon	21-100 gp
4-5	Rare	101-1000 gp
6-8	Very rare	1001-10000 gp
9	Legendary	10001+ gp

## Scrolls of Teleportation

Scrolls of teleportation that involve a Big City Teleportation Circle cost 10gp. Cost of other scrolls of teleportation will be based on individual rarity and importance/demand.

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