### **Extra Feat**

All players get an extra feat at level 1.

# **Banned Things**

#### **Feats**

Lucky

# **Party Conflict**

None by DM design.

## **Transportation**

#### **Persuasion**

DC affected by acting.

### **Skill checks**

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

### **Item Costs**

### **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

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Le	vel	Rarity	Cost
9		Legendary	10001+ gp

Scrolls of teleportation that involve a Big City Teleportation Circle fall under Cantrip-1. Other scrolls of teleportation will be based on, individual rarity and importance/demand.

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