

## 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

Level	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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