## **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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Level	Rarity	Cost
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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