### **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.

### **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
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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