
Subject: Character Ideas

Posted by [Tangaroo](#) on Sun, 24 Feb 2013 20:17:41 GMT

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EDIT: Character Creation Summary

25 pt buy

Two traits

Core rulebook races + Llewyllen + DM fiat

Max HP at first level (as normal)

1 feat, or 2 if human (as normal)

Skills: as per class (max ranks in a skill is your class level, but you add attribute, trained and other bonuses)

Alrighty, I thought I would kick off a character idea thread.

First off, from the description this sounds like an old-school, kick-ass sort of adventure. So my goal has been to make a scrapper sort of character - a divine fighter.

Panros the Wasting

Concept:

In the chaos that descended after the coming of the undead, Farima bore young Panros raised him as well she could in the years of hardship. However, the constant undead attacks took their toll. She fell to one particularly aggressive attack by plague zombies. Young Panros survived after the intervention of a town cleric, but not entirely unscathed. The plague rot scarred his body horribly. Somehow, a bright divine energy awakened in the boys bones and helped to sustain him through the trauma. The church adopted the orphan and did his best to raise him, but Panros has lived in pain and exile most of his adult life, leading to bitterness and anger.

Subject: Re: Character Ideas

Posted by [like_a_god](#) on Sun, 24 Feb 2013 21:00:38 GMT

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Tangaroo,

Wow... you aren't chomping at the bit to get going on the campaign are ya?

I'm gonna wait to really narrow down my character concept until Damon gets around to presenting a bit more info LOL...

However, for now, I'm leaning toward a human fighter, idiot savant type character. He's lovable, strong, dependable but dumb as a rock when it comes to anything outside of combat and eating pancakes.

like_a_god

Subject: Information on the starting setting.

Posted by [Damon](#) on Tue, 05 Mar 2013 06:22:12 GMT

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The Lands

Cosmology

The world known as The Lands lies on the outside of an arm of a spiral galaxy that the southerners call The River of Milk. The Star system lies tilted perpendicular to the plane of the galaxy and so the northern hemisphere faces towards the dark of space with few stars in the sky and because of the constant cloud cover that varies from light to complete, most of the north knows nothing of the sky except the bright star they call Bright, the two moons that orbit opposite of each other, and three bright stars.

The two moons are Orind the orange-ish of the two and Pellar the white. Both are largish and bright enough to give good low light vision. Legend says they were once sisters in love with the hero Bright but fought over him and since he was unable to make a decision the gods cast them into the sky forever and the two sisters, still not reconciled stay as far away from each other as possible and spend equal time with Bright.

Bright is a G2V star of Magnitude 4.91 and is 9.91 parsecs away from The Lands.

The three stars are an apparent magnitude 1.5 named Tildor, located out from the Thirtieth longitude, Andre, a 3.5 due north, and Sillia a 4.8 red near the horizon.

Gilding

The hamlet of Gilding where you all grew up and is the only town you know (boy are you in for a shock!) has only one reason for existing at all...It sits atop the richest gold deposit in the northern hemisphere. It was found and founded by escaped prisoners (pressed into digging the Tomb of the Di Ching Emperor which is 8 furlongs (1760 yards) away). The forge is located on the edge of town right next to the entrance to the mine. The town currently has 377 people that all live inside the 12 foot high and 15 foot wide wall made of quartz chunks. There is one inn and one great hall and one general store (get the picture?) for a total of 42 buildings all made from the quartz chunks. Most houses are two stories but houses several families each. As a result races that normally would have little to do with each other live and mix freely. And because a smaller town needs less people to guard the perimeter, many family's of several races reside under one roof. Llewlln live in the attic areas, Elves on the second stories, Humans on ground floor and Dwarves in the basements, most times each has their own entrance, but in some cases there is a common room with stairways and such for access, being in case of emergency a single doorway is easier to defend. No buildings back to the wall and an area is always kept clear for 15 feet from the wall. In addition several houses are usually adjacent to each other. The main road enters from the north through a 25' wide by 20' high gate and the only other gates are from the south the large one is 20' wide and 15' high and to 10' to the east is a man gate 4' wide by 6' high (yes, elves and half-orcs have to duck.). The southern gate leads to the fields and pastures. Each morning as the sun is rising and the late watch is about to retire, the first watch accompanies the farmers and herders with their herds of sheep and cattle out to their fields along with many of the young people. The farmers and herders inspect the fields to make sure that no undead have set up shop and to protect the young ones as they collect sticks and branches for fire wood for the houses and for the pyre that is lit each night to burn all that has died that day to prevent it from rising again. A hundred feet from the wall begins the Greenwood Forest. An incredibly dense evergreen forest of Fir and Hemlock that you have been told once was brighter and full of life. Animals in the air, climbing trees, moving though the underbrush, but in your lifetime all you have seen of this is drawings on the inside walls of the elves and dwarfs houses...accept for the rats. When they were

alive they scurried about and got into everything but in the last few years only zombie rats have been seen. The baby cradles are hung from the ceiling with large polished gold cones overhead to keep them from sliding down the chains and eating the children and the same is true for the legs of the beds and everybody wears knee high heavy leather boots for they know no fear of daylight and their hunger is relentless.

The Mine

The mine sits towards the south west corner and the shaft runs straight down for 80 feet and is accessed via a winch system, then runs horizontal for close to mile towards the south west. It consists of a main vein 4-6' wide and 14' high with pure gold running through a quartz matrix. It yields about 2.5 pounds per three cubic feet but has hardly been worked for the last 30 years because of a large stockpile and the lack of any caravans the last of which was 20 years ago.

The Tomb

The entrance to the Tomb of the Di Ching Emperor which is 8 furlongs (1760 yards) away lies north-east of town.

The town historian has kept track of when and how many volunteers and adventurers have been sent to control the "pests" that periodically start wandering out and plaguing the surrounding countryside and also how many returned. The numbers are not heartening. The last bunch was sent only 15 years ago. None returned and the various creatures seemed to not have been more that slightly reduced. Recently the number of people gone missing has increased with both men and women, who work in the fields outside of town, and children, who tend to be to adventurous and not attentive enough, all falling victim. The local leaders have sent to the capital repeatedly for assistance and either none of the messengers have gotten through or have been completely ignored in either case no word has returned. Now it has been decided that the best and brightest that are left need to go and do what they can to save their town. That's you.
Gilding is dying.

Subject: Character info

Posted by [Damon](#) on Tue, 05 Mar 2013 21:23:13 GMT

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This will be a Epic Fantasy buy in at 25 points.

Do not roll money or equipment as the town is equipping you.

Pick skills and feats and the elders will take that into account when providing you with equipment. All characters receive a +5 bonus (as in called shot) against zombies and lower undead because of experience, so while technically 1st level you are already a leg up.

This is planned to be equal parts roll playing, problem solving, dungeon crawl.

Races:

All races from the core book plus

Llwellen

--1 level adjustment.

Llwellen are tiny winged humanoids around 8" tall (Male = 6" + 2d6 quarter inches, Female = 6" + 2d4 quarter inches)

Weight: M = 1lb + 3d6 ounces F = 1lb + 3d4 ounces ("Mabel your looking fabulous... did you loose an ounce?")

Their wings are translucent and colorful, configured like butterfly wings, otherwise they appear as slender beautiful humans with pointed ears. Their feet are prehensile and slightly elongated. Hair runs from black through white with greys in the middle but rare. They are very hardy and have no modesty taboos but tend to wear some clothing to keep the other races from discomfort. Because of their wing to weight ratio they only move at 20' and slightly erratically like butterflies and more often than not will hitch a ride with another but few ever refuse them a ride because of their innate ability to be good company (+5 diplomacy, +5 perception, +5 sense motive). Base land speed is 10 but because of agile feet and hands stays the same on rough vertical surfaces. Not being built for speed their Max air speed is 40' and can only maintain that for 2 plus Con modifier before becoming fatigued but bounce back fast and are back to normal in 10 minuets. They have low light vision.

Racial Modifiers :

Strength -6

Dexterity +4

Constitution +4

Charisma +4

They have a +10 verses crushing damage but bludgeoning does normal. You can step on them and they will probably get up and be pissed, but if you hit them with a baseball bat they will probably need some healing.

They also have a +5 to AC because of being naturally agile on the ground and erratic in flight as a dodge bonus.

They receive the tiny AC bonus as well.

Fast healing: Llwellen receive their con bonus in healing every 6 hours

Llwellen are proficient with knives but damage is adjusted for size 1d2 and bows and blowguns both 1d2 and sling 1d2

Llwellen are proficient with light armor but hate it.

They speak sylvan, common. Llwellen with high intelligence can learn Dwarven, Elven, Orcish.

Subject: Re: Character info

Posted by [like_a_god](#) on Thu, 07 Mar 2013 17:02:52 GMT

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Damon,

Just for clarification, you state "All characters receive a +5 bonus (as in called shot) against zombies and lower undead because of experience, so while technically 1st level you are already a leg up."

I couldn't find a core rule for 'called shot' but I'm assuming it's just a +5 to attack vs. zombies and lower undead. Is that right?

Also, not that it matters for my character with his INT of 7 but is there a similar boost for

knowledge checks regarding undead?

like_a_god

Subject: Divine Pantheon?

Posted by [like_a_god](#) on Thu, 07 Mar 2013 17:04:34 GMT

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Damon,

Can ya give us some info regarding what the world's pantheon is like? Of course, I'm assuming that there is one.

like_a_god

Subject: Re: Character info

Posted by [like_a_god](#) on Thu, 07 Mar 2013 17:07:14 GMT

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Damon,

Also, were you allowing traits and, if so, how many?

like_a_god

Subject: Re: Character info

Posted by [Damon](#) on Thu, 07 Mar 2013 17:55:24 GMT

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You get an alarm clock, and for the first few weeks you have to look where the button to shut it off is. Then comes a day when you reach over and immediately shut it off without looking. Think of it as a familiarity bonus. I think the called shot table is in the APG.

Subject: Re: Character info

Posted by [Damon](#) on Thu, 07 Mar 2013 17:57:17 GMT

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Two traits from the standard list. Matt it is in the drop box under public files if you want to drop it here.

Subject: Re: Character info
Posted by [Tangaroa](#) on Fri, 08 Mar 2013 19:15:47 GMT
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Hitpoints?

Subject: Re: Character info
Posted by [Damon](#) on Fri, 08 Mar 2013 19:36:20 GMT
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Max hit dice per class plus bonuses as per Core and APG. Con bonuses will play a significant roll in this adventure especially early on.
Saw a poster that said " when the Zombie apocalypse comes I'm heading straight to the the graveyard for the best game of Wack-A-Mole ever!"
Sort of like that at the start.

Subject: A question for other players - My character concept
Posted by [like_a_god](#) on Wed, 13 Mar 2013 09:37:13 GMT
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Greetings!

So, I'm working through my character concept. Basically I'm playing a very very unintelligent fighter. While generally a nice guy, he's a bit rough around the edges and doesn't always (or hardly ever) think beyond the moment. Especially when the subject is pancakes...

Anyhow, since we're all supposed to be pals, relatives, etc etc. I thought it might be cool to develop a relationship with one or two other characters that would be considered something of handlers for him. Anyone interested?

like_a_god

Subject: Re: Character Ideas
Posted by [duhwoo](#) on Sun, 17 Mar 2013 06:00:09 GMT
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Cindy-Lou Llwellyn ("Lulu") enjoys long walks on the beach (not that she's ever seen a beach), flitting amongst the tree-tops -- and knocking zombies down with her magic missiles (Toppling Spell feat). Although she's typically willing to help battle occasional undead that approach Gilding, she's never had any real assigned responsibility (Llwellyn aren't typically thought of as someone to assign to a position of responsibility). But if the town leaders are going to send a few more victims -- er, heroes -- into the wilds for help, it's time for Lulu to go along!

Subject: Re: A question for other players - My character concept

Posted by [duhwoo](#) on Sun, 17 Mar 2013 18:50:08 GMT

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Based on what I saw at the link to Panros (as of March 17th), he actually has average intelligence (and wisdom). Even so, he might have some Attention Deficit Disorder ("who doesn't?" sez the Llwellyn...) or something: Lulu will keep an eye out for him.

Subject: Re: A question for other players - My character concept

Posted by [like_a_god](#) on Sun, 17 Mar 2013 20:45:42 GMT

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duhwoo wrote on Sun, 17 March 2013 12:50Based on what I saw at the link to Panros (as of March 17th), he actually has average intelligence (and wisdom). Even so, he might have some Attention Deficit Disorder ("who doesn't?" sez the Llwellyn...) or something: Lulu will keep an eye out for him.

Link to Panros?

Like_a_god

Subject: Re: A question for other players - My character concept

Posted by [Tangaroa](#) on Sun, 17 Mar 2013 23:33:14 GMT

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Panros

Yes, he is average int/wis - strong force of will, but too disgusting to be likable (something about skin sloughing off)

However, based off what Damon said on Saturday, I might have to change my character concept a bit. He didn't seem amenable to having an undead manipulating character.

Subject: Re: Character Ideas

Posted by [Damon](#) on Mon, 18 Mar 2013 01:24:28 GMT

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this is workable with a few changes

A. No one has arrived or left this town for 20 years and you are 15-16 years old.

B. There are half orcs here but they have been in town since the beginning, originally retained by the elders as guards to keep raiders from invading and stealing everything, they have since become just another of the tightly interwoven community that is Gilding.

C. Fighting is almost the town sport and everyone in town is skilled at taking out a stray zombie rat or skeletal bird.

You all have been given additional attention as you all are the second to last hope for the hamlet.

Subject: Re: Character Ideas

Posted by [Tangaroa](#) on Mon, 18 Mar 2013 02:49:05 GMT

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What about the oracle being a bone oracle, and the Undead Servitude? Do you want me to change to a different mystery?

Subject: Re: Character Ideas

Posted by [Damon](#) on Mon, 18 Mar 2013 15:59:14 GMT

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Because of the battle this town has fought against the undead for 2000 years if a individual were to show those gifts they would be looked upon as tainted or in league with the evil and would be cast out at least and possibly killed outright. The town still exists because of divine intervention and celebrates life and the living with a religious and tenacious fervor. A child in this town, touched by the gods would be most likely of the life mystery followed by the lore and flame gifts.

a person who has rats in their house, eating their food and running across their face at night is unlikely to have one as a pet.

While I will not forbid you to run a bone Oracle you would acquire the secretive disadvantage and if your party found out about you they would have to make a will save adjusted by their alignment or be repulsed by you.

A Life Oracle would be very much in keeping with some things that your characters are as yet unaware of.

Subject: Re: Character Ideas

Posted by [Damon](#) on Mon, 18 Mar 2013 16:22:39 GMT

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Do not discount the Llewyllen, no body else does! They are the ones who, because of their sensitivity most often alert defenders to muster to the appropriate section of the walls and find the zombie rats before they bite the children. They are both aerial reconnaissance and psychic alarm rolled into a cute compact bundle.

Having a group of Llewyllen living in our house is considered better luck than having a half orc sleeping in the front room.

Subject: Re: Character Ideas

Posted by [Tangaroa](#) on Mon, 18 Mar 2013 20:23:21 GMT

Damon wrote on Mon, 18 March 2013 15:59 Because of the battle this town has faught against the undead for 2000 years if a individual were to show those gifts they would be looked apond as tainted or inleague with the evil and would be cast out at least and possibly killed outright. The town still exists because of devine intervencion and celebrates life and the living with a religious and tenatious fervore. A child in this town, touched by the gods would be most likly of the life mystery followed by the lore and flame gifts.

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A Life Oracle would be very much in keeping with some things that your charcaters are as yet unaware of.

OK, panros now is an oracle of life.

Subject: Introducing Bran

Posted by [like_a_god](#) on Wed, 20 Mar 2013 16:02:39 GMT

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Bran - Human Fighter

Bran was born during the full moon to Esther and her husband, Blaine. While Esther lay exhausted from the birth Blaine retired to his smithy to contemplate the future of his newborn son. From a chest hidden deep within his workshop Blaine retrieved his great, great grandfather's favored mace. Broken, tarnished with time and long considered nothing more than an heirloom, the blacksmith decides that someday this mace will once again see battle in the hands of his son.

At around the age of 3, while playing in his father's smithy, Bran enters into an area of the shop that is supposed to be off limits. Within he sees the shiny weapon that his father has been working on. While trying to get a closer look the weapon falls on him striking him in the head. Found a good while later by his family he is taken to the local healer, but the damage has already been done.

It quickly becomes clear that Bran's intellectual capabilities were greatly diminished by the accident. As a result, he often has to be watched since he's unpredictable, can't seem to learn most basic skills and will often steal pancakes whenever he finds them, unattended or otherwise. Though not clumsy, he is put him in an old dwarven set of padded armor in hopes that he simply won't hurt himself while wandering around.

When it comes time for Bran to join combat training with his peer group there are many within the community that feel it may be a waste of both time and resources. However, Tawny, a survivor of a previous expedition outside the town's walls, sees something in Bran and takes him under her wing. To everyone's surprise Bran turns out to be something of a savant when it comes to combat.

He learns quickly and what he lacks in strategic ability he makes up for in strength and endurance.

It is also during this time in Bran's life that it is revealed that he has the ability to stabilize those whom are felled during combat. This, along with his martial abilities, earns Bran a place in the town's current efforts to break the hold the undead has upon the town. He is excited to join it wielding his great, great, great Grandfather's mace.

STR: 19, DEX: 12, CON: 19, INT: 5, WIS: 8, CHA: 10

like_a_god

Subject: Re: Introducing Bran
Posted by [Damon](#) on Wed, 20 Mar 2013 18:31:46 GMT
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Good, next person?

Subject: Re: Introducing Bran
Posted by [Tangaroa](#) on Thu, 21 Mar 2013 03:19:23 GMT
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Damon wrote on Wed, 20 March 2013 18:31 Good, next person?

I believe that constitutes the three currently players, until recruiting efforts pan out.

Subject: Re: Divine Pantheon?
Posted by [Damon](#) on Thu, 21 Mar 2013 03:33:22 GMT
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These are the gods you are aware of:

Dena- Goddess of Nature-LN
Somewhat unpredictable- strives for balance
Druids, Clerics, Rangers
Symbol/ weapon; antler wrapped in ivy, Staff

Tars- God of Honor and Battle-LN
Robust, boisterous, outgoing- supports the joy of honest competition- his name is invoked when coup de grass is given an honorable foe.
Fighters, Monks, Paladins
Symbol/ weapon; rapier and dagger

Florence- Goddess of healing- CG
Almost thoughtless of healing- unaware of possible consequences
Clerics, Oracles, and well everybody.
Symbol/ weapon; wand of healing

Barackob- God of Lies, Deception, Theft and Murder- CE
When Barackob lends a hand, anything might happen.
Rogues, Bards
Symbol/ weapon; Hourglass, double bladed dagger

Wagner- God of law-LN
The law of the land is always his law
Paladins, Fighters, Monks
Symbol/ weapon; Hammer

Roddam Goddess of the Undead and Anti-life LE
Being in the same room as her makes your skin crawl, maybe literally.
Necromancers, Assassins
Symbol/ weapon; Shovel

Edward- God of Commerce, Trade, and Merchants- LN
Tradesman, Merchants, Wheeler Dealers
Symbol/ weapon; Staff

Theresa- Goddess of Charity, Mercy, Consoling- NG
Sister to Florence, much more reserved.
Clerics, Paladins, Bards
Symbol/ weapon; Wand

Vince- God of the Arts- CG
Paint, dance , sing, and celebrate the joy of being alive.
Bards, Everyone.
Symbol/ weapon; Lute

Subject: Re: A question for other players - My character concept
Posted by [Damon](#) on Thu, 21 Mar 2013 03:41:10 GMT
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Just being cautious. This hamlet has been mostly isolated for a long time and completely cut of for 20 years and more than a little superstition has cropped up. Wait till you find out about the "lucky" stones.

Subject: Re: Introducing Bran
Posted by [Tangaroa](#) on Fri, 22 Mar 2013 02:13:42 GMT

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...so I've undertaken some recruiting efforts. At least two folk have expressed interest and joined the forum. Hope to hear some character concepts from them soon!

Subject: Re: Introducing Bran
Posted by [like_a_god](#) on Fri, 22 Mar 2013 02:19:17 GMT
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Tangaroa wrote on Thu, 21 March 2013 20:13...so I've undertaken some recruiting efforts. At least two folk have expressed interest and joined the forum. Hope to hear some character concepts from them soon!

Awesome,

I've moderated a few new peeps, and threw out some more Chinese spam bots. If I've missed someone drop me a note.

like_a_god

Subject: Re: Introducing Bran
Posted by [TeckyInAKilt](#) on Fri, 22 Mar 2013 03:56:56 GMT
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So I am one of the recruited. I am in the same apartment complex as the host. Awesome Campaign and Character concepts so far. I've been batting around the idea of a dwarven bard for a bit that I think would work well here. I need to find my old pdf copy of the rule book, or pop out and buy a hard copy. But I'll have a better character page available some time tomorrow.

Subject: Re: Introducing Bran
Posted by [Damon](#) on Fri, 22 Mar 2013 12:54:32 GMT
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Awesome, look forward to talking to you. If you need some direction my email is dminnow@msn.com and I can give you more contact info at that time.

Subject: character building
Posted by [duhwoo](#) on Fri, 22 Mar 2013 18:20:12 GMT
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PFSRD online, man! I can't remember the last time I opened the Core Rule Book -- PDF *or* print

copy.

I do most character work with internet on one screen, spreadsheet on the other screen. I reckon it's important to purchase product to support Paizo, but online reference is worth considering...

Just to be clear on location, Fort Fritz is in Stonegate Condominiums -- not Meadow Creek apts: are you in Stonegate?

Subject: Re: character building
Posted by [Tangaroa](#) on Fri, 22 Mar 2013 21:41:04 GMT
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Linkage! PFSRD Online

Subject: Re: character building
Posted by [Anonymous](#) on Fri, 22 Mar 2013 21:52:12 GMT
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I am also one of the recruited, hailing from the not-so-far off neighborhood of Heatherwood. Right now I'm thinking, Franco the Gnome Barbarian.

Subject: Re: character building
Posted by [Tangaroa](#) on Fri, 22 Mar 2013 23:23:57 GMT
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sivin96 wrote on Fri, 22 March 2013 21:52 I am also one of the recruited, hailing from the not-so-far off neighborhood of Heatherwood. Right now I'm thinking, Franco the Gnome Barbarian.

In Tars name we all tremble before your stunty anger!

Subject: Re: character building
Posted by [Anonymous](#) on Fri, 22 Mar 2013 23:29:13 GMT
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Here is Franco the Gnome Barbarian.

Franco is a Gnome, raised by Elves. Ever since he was a young boy he has wondered about the world outside the village. He has practiced fighting for as long as he could remember, hoping to one day leave this village and explore the world. Despite living in a village with a Zombie problem,

Franco is always cheerful; never doubting that one day the zombie problem will be a thing of the past and that Greenwood Forest will one day be back to its former glory, like in the stories he has heard.

Subject: Re: character building
Posted by [TeckyInAKilt](#) on Sat, 23 Mar 2013 01:37:24 GMT
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Here is Derro the Dwarven Bard.

Derro was born and raised in the gold mines. Derro's father, Drugar, is a proud dwarf, who wanted his son to grow up to be like him: a Dwarf's Dwarf. So Derro spent the first 25 years of his life underground in the gold mine while his father tried, and failed, to find a suitably Dwarven career for his son. Derro had little interest in mining, gem cutting, or stone masonry. He was more interested in charming the young lady dwarves and exploring the acoustic properties of singing in the mine shafts.

Seeing the futility of his efforts, and running short on patience, Drugar sent his son Derro to live his uncle on the surface and hopefully take up smithing or anything really that wouldn't embarrass Drugar when the other dwarves asked what his son was doing. At the age of 25 Derro saw the sun for the first time, and it hurt his eyes. Needless to say his uncle didn't have any more luck than his father did in making Derro adopt proper Dwarven pursuits. Derro found himself naturally drawn to the Bards path, for he loved singing and convincing others to do his chores for him.

Of course to non-dwarves Derro seems like a perfectly normal dwarf, who just so happens to have a magnificent bass singing voice.

Derro is eager to join the expedition out of the town, for the thrill of adventure, the glory of the stories, and to escape the nagging of his family.

Subject: Re: character building
Posted by [TeckyInAKilt](#) on Sat, 23 Mar 2013 01:39:20 GMT
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Also, I'm an idiot who can't figure out addresses. I'm in Meadow Creek, not Stonegate. I sadly hadn't caught on to the whole even number vs odd number address being on different sides of the street. Either way, it's still walkable for me.

Subject: Re: character building
Posted by [Damon](#) on Sat, 23 Mar 2013 02:34:26 GMT
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You are seven, an auspicious number that we hope brings you all as well as our small town

fortune.

Subject: Re: character building
Posted by [Damon](#) on Sat, 23 Mar 2013 02:40:23 GMT
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You might need snowshoes to walk there tomorrow. Lol

Subject: Re: character building
Posted by [TeckyInAKilt](#) on Sat, 23 Mar 2013 04:33:48 GMT
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Should we bring anything food or drink wise tomorrow?

Subject: Re: character building
Posted by [Damon](#) on Sat, 23 Mar 2013 05:02:08 GMT
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General rule for this group is you are responsible for your own lunch but snacks are appreciated and rarely go un- eaten. no alcohol , but bring what you like to drink.

Subject: Re: character building
Posted by [Tangaroa](#) on Sat, 23 Mar 2013 05:09:23 GMT
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Dang, I told them alcohol on the boards. I thought beer was ok, just that none of us really drink?

Subject: Re: character building
Posted by [duhwoo](#) on Sat, 23 Mar 2013 07:19:51 GMT
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time to change my RoundTable avatar!

Subject: Re: character building
Posted by [duhwoo](#) on Sat, 23 Mar 2013 07:26:44 GMT
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I don't have a problem with a beer or two -- in fact, I might just swig a beer myself: I have a special beer in the 'fridge I forgot to drink last Tuesday...

I have some of those Cheetos cheese puffs for a snack, and iced tea, and a bottle of Coca-Cola.

I'm in the west-most building of Stonegate: the south half of the western edge of the parking lot is all visitor parking.

See ya at noon!

Subject: Re: character building
Posted by [Damon](#) on Sat, 23 Mar 2013 13:57:18 GMT
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Well it's Duhwoo's house so if it's ok with him it's ok with me, just remember moderation. I don't drink beer myself, but I like my mead, however it tends to.....relax me. Going to stay alert today.

Subject: Level to Level 2? Confirmation
Posted by [like_a_god](#) on Tue, 09 Apr 2013 16:17:35 GMT
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Bran looks over the edge of the bridge absentmindedly wiping mud off his armor. He chuckles to himself, turns to the party and says, "Can we do it again?"

Just wanted to confirm that we should be ready to be level 2 sometime during next session. We are right?

like_a_god

Subject: Re: Level to Level 2? Confirmation
Posted by [Damon](#) on Tue, 09 Apr 2013 16:23:43 GMT
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Everyone should have the stats for level two for our next play, and assuming you can make saves to keep from drowning (lol) will probably level next sleep.

Subject: Re: Level to Level 2? Confirmation
Posted by [Tangaroa](#) on Thu, 11 Apr 2013 00:02:17 GMT
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Given that it's you, I'm assuming hitpoints are going to be rolled?

Subject: Re: Level to Level 2? Confirmation
Posted by [Damon](#) on Thu, 11 Apr 2013 03:26:12 GMT
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Hmmmm....well I will let people take the half plus one or if they are feeling lucky, roll.

Subject: Re: character building
Posted by [Anonymous](#) on Fri, 17 May 2013 01:54:32 GMT
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Hi, folks. Here's my character for the group, a level 2 (so far) human ranger.

Toggle Spoiler
Tannedd "Ned" Fletcher

Neutral Good Human Male Ranger 2
28 years old. Brown hair, green eyes.

Str 14 (+2) [5 pts]
Dex 18 (+4) [10 pts] [16 +2 race bonus]
Con 12 (+1) [2 pts]
Int 13 (+1) [3 pts]
Wis 14 (+2) [5 pts]
Cha 10 (0) [0 pts]

Hit points: 20 (10 + 1 con + 1 favored class bonus) + (6 + 1 + 1)

BAB +2
Melee +4 (+2 BAB +2 str)
Ranged +6 (+2 BAB + 4 dex)
CMB:
CMD:

AC: 18 (10 + 4 dex + 4 armor)
Touch: 14
Flatfooted: 14

Saves:
Fort: +3 +1 con = +4
Ref: +3 +4 dex = +7
Will: +0 +2 wis = +2

Class Features:

Favored Enemy - Undead: +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead. +2 bonus on weapon attack and damage rolls against them. Can Knowledge skill checks untrained when attempting to identify undead.

Track: 1/2 level (minimum 1) added to Survival rolls to track anything.

Animal Empathy: Can improve the initial attitude of an animal. Works like Diplomacy. Roll 1d20 + (ranger level + Charisma bonus) to determine the wild empathy check result.
The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a 4 penalty on the check.

Level 1 Feat: Point Blank Shot: +1 to hit on enemies within 30 feet.

Human Bonus Feat: Precise Shot: shoot into melee without normal -4 penalty.

Level 2 style Feat: Rapid Shot: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a 2 penalty when using Rapid Shot.

Traits:

Spirits in the Stone: Whenever you're in ruins, you gain a +2 trait bonus on Initiative checks and a +1 trait bonus on saving throws against traps and natural hazards.

Second Chance: Once per day, when you fail a saving throw, you can reroll the saving throw. You must take the second result even if it is worse.

Skills: 16 pts (6 + 1 int + 1 human) * 2

Survival 1 + 3 class + 2 wis = +6

+1 (1/2 level, min 1) on Survival when tracking.

Acrobatics 1 + 4 dex = +5

Craft (fletching) 1 + 3 class + 1 int = +5

Heal 1 + 3 class + 2 wis = +6

Knowledge: Nature 1 + 3 class + 1 int = +5

Knowledge: Local 1 + 1 int = +2

Knowledge: Geography 1 + 3 class + 1 int = +5

Perception 2 + 3 class + 2 wis = +7

Handle Animal 1 + 3 class + 0 cha = +4

Ride 1 + 3 class + 4 dex = +8

Disable Device 2 + 4 dex = +6

Climb 1 + 3 class + 2 str = +6

Stealth 1 + 3 class + 4 dex = +8

Swim 1 + 3 class + 2 str = +6

See you all on Saturday, hopefully.

Subject: Re: character building

Posted by [like_a_god](#) on Fri, 17 May 2013 02:01:03 GMT

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Arbane,

Welcome aboard!

like_a_god

Subject: Character Sheets

Posted by [Tangaroa](#) on Thu, 13 Jun 2013 19:54:21 GMT

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Panros, level 12

Takka, level 10

Subject: What Level Are We

Posted by [TeckylInAKilt](#) on Thu, 07 Aug 2014 15:48:42 GMT

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As I prepare to dust off Derro after a busy summer, I find myself wondering... Are we level 15 yet? Have we defeated the northern hoards and taken over the empire to rule as benevolent masters? Did I really get a +5 keen vorpal rapier in that last pile of loot? But mainly, what level are we?

Subject: Re: What Level Are We

Posted by [duhwoo](#) on Fri, 08 Aug 2014 15:18:00 GMT

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Lulu is 7th -- so the rest of the party is 8th...

Subject: Re: What Level Are We

Posted by [duhwoo](#) on Thu, 02 Apr 2015 01:00:15 GMT

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REMINDER: last session (March 7th), our GM said we should advance our OpenLands characters to level 12!
