

Campaign Supplement #1

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New Feats

[ARCANE UNDERSTANDING \[Special, Wizard\]](#)

Allows an arcane spellcaster to increase the number of spells learned automatically at each new level.

Prerequisite: 5 or more ranks in Knowledge (Arcana), Intelligence modifier of +3 or greater

Benefit: For each level gained, you can add a number of spells to your spellbook equal to your intelligence modifier.

Normal: At each level, the wizard gains two spells of any level that can be added to his or her spellbook.

Originally appeared in CNL #7.

[MNEMONIC ENHANCEMENT \[Wizard\]](#)

Prerequisite: Spell mastery, Intelligence bonus +2 or greater.

Benefit: Using this feat a wizard may hold open a spell slot. They may then use that slot to cast any spell of at least two levels lower than the slot for which they have spell mastery.

Originally appeared in CNL #4.

[NERVE PINCH \[General\]](#)

You know where to strike an opponent's anatomy to hamper their physical abilities.

Prerequisite: Stunning Fist

Benefit: You may use Nerve Pinch attack instead of a stunning fist. This must be declared prior to the attack roll made. When making the attack declare which of the physical abilities you are attacking (Str, Dex, or Con) and make your attack roll as normal. If the attack is successful the opponent must make a successful Fortitude saving throw or lose one point to the designated ability score for five (5) rounds.

Originally appeared in CNL #10.

[SPECIAL SCHOOL \[Special, Monk & Paladin\]](#)

Allows a Monk or Paladin to learn one other class and still switch back to Monk or Paladin. This feat must be bought before returning to the class.

Prerequisite: Monk or Paladin with wisdom of 14 or greater

Benefit: You may return to being a Monk or Paladin after leaving those classes.

Special: This feat may be bought only once. Any XP penalty accrued still applies.

Normal: You may not switch back to Monk or Paladin after leaving those classes without belonging to a special Forgotten Realms school.

Revised in CNL #12.

[SACRIFICIAL REPOSTE \[General, Fighter\]](#)

You know that sometimes the only way to find an opening is to create one.

Prerequisite: Dex 13+.

Benefit: You may take a penalty to your armor class (up to your Dex bonus) and apply the same number as an attack bonus against a single melee target. The penalty to your armor class and your attack bonus last until your next initiative.

Originally appeared in CNL #10.

[SHIELD FOCUS \[General, Fighter\]](#)

You are very adept at fighting with a shield in your off hand.

Prerequisite: Shield Proficiency

Benefit: You gain an additional +1 shield bonus to your armor class against a single opponent. You may change which opponent you are defending against as a free action

Originally appeared in CNL #10.

[TRANSCEND ARMOR \[General, Fighter\]](#)

Through training and practice, you have learned how to move more adeptly in a certain type of armor.

Prerequisite: Proficient with chosen armor, Str 10+.

Benefit: This feat will increase the maximum Dexterity bonus for the chosen type of armor by one, reduce armor check penalties by one, and reduce arcane spell penalties 5%.

Special: A specific type of armor must be chosen when this feat is purchased. This feat may be purchased multiple times, each time, a new type of armor is chosen.

Originally appeared in CNL #10.

[TRANSFERENCE \[Item Creation\]](#)

Allows a spellcaster to use the lifeforce of another being while using items creation feats.

Prerequisites: Any item creation feat

Benefit: While touching another creature, use their XP's to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Originally appeared in CNL #7.

New Skills

KNOWLEDGE (FEY LORE)

The character contains general knowledge of the Fey.

Characters from the seven-village region may take this as a class skill.

Ranks Of Fey Lore

(Skilled use only)

Rank 2 - Cert basic Fey symbols

Rank 4 - Intermediate Fey symbols, +2 resistance bonus to fey illusions

DC 10 knowledge of basic fey/non-fey etiquette. identify common fey types as Seelie or Unseelie court. basic fey "warding".

DC 15 identify basic works of fey or fey magic. basic fey "summoning" intermediate fey warding.

DC 20 knowledge of less common aspects of fey etiquette and some fey/fey etiquette. complex fey "warding". intermediate fey "summoning". Identify specific members of the Seelie court.

DC 25 knowledge of fey court etiquette. Identify specific members of the Unseelie court.

Fey Warding – keeps the low fey (fey creatures not High Fey (or True Fey)) from messing with the warded object

Fey Summoning – attracts the low fey (fey creatures not High Fey (or True Fey)) to clean / improve the object

Originally appeared in CNL #6.

New Rules

CRITICAL SUCCESS AND FAILURES

When rolling a 20-sided die, and the player rolls a “natural” 20, the die roll is considered to be a 30 instead of an automatic success. Likewise, a “natural” 1 is considered to be a –10 roll, and not an automatic failure.

DETECT EVIL

Should a character attempt detecting evil, they will only detect creatures or items that have an evil alignment. Evil intent does not count.

HERO POINTS

As discussed at last gaming session there are a few new rules regarding hero points. Now hero points may be spent any of the following ways.

1. Set a hero to –5 hit points, and not bleeding.
2. Can be spent for an automatic critical hit on a target. (Not critical threat.)
3. Or can be spent to add 2D6 to all dice rolls till your next initiative. (With the exception of damage rolls.)
4. Hero points can be spent on familiars and mounts. However these creatures never earn them.

The reason for this change is that since the characters can afford resurrections, and are not as likely to die anymore, Ben and I wanted to give your hero points more uses.

HIT POINTS

All characters get their maximum hit points at first level. Every level thereafter they must roll the appropriate hit die for hit points. A GM must witness the roll. Characters can purchase the difference between what they roll, and their maximum hit points with character points. The cost for the buy up in 1 cp per hit point for second character level. Thereafter it is 2 cp for every hit point.

APPRAISE SKILL

If you ever had looked at the complexity of appraising you will see it's very difficult to appraise just anything. Therefore Ben and I have decided that to appraise certain items you need to have some kind of related skill for the item you are appraising. For example, if you wish to appraise magical items you need to have knowledge arcane or spellcraft. Should this be a problem for any currently made characters please notify Ben or I, and we can work something for your character.

CHARACTER POINTS

Here is the updated character point system. Remember 100% of your character points may be transferred to your next character. Also, at your option, you may give CP to any fellow player for a 2 to 1 cost. That is, for every 1-point you wish to give to another player; you need to spend 2 of your points. If you have any questions about the table please feel free to ask Ben or Jason.

TABLE 1

Reward or Penalties		Purchases	
<u>Action</u>	<u>CP Value</u>	<u>Action</u>	<u>CP Value</u>
Come to gaming	1	Reroll of one dice	6
Arrive to gaming before gm (first one if two gms) or before 6:30 pm	1	Take an automatic 20 on a roll #	16
Play in character *	1	Take an automatic 10 on a roll #	6
Notify GM of not coming with 1 week notice	2	Magical Item	varies
speaking in character, accent not necessary	1	Resurrected	varies
brining a prop to the game (one time award)	1	Next character race is unique	varies
submission to newsletter used	1 to 4	Roll-off with the GM	3
In charcater actions that cause harm to the character*	1	Retcon a portion of your character.	10
Failure to call the GM before gaming	no cp next session	Increase a natural class feature	varies
		Fun Feats	2 to 3

* To earn any points for this, the GM's need a written description of your character so that they may properly assess this reward.

Must be spent prior to a roll, and 20's do not count as a critical strike in combat.