

THENODRIN PRESENTS™

FELLOWSHIP OF THE WHITE STAR™

Character Creation Document

Step 0: Character Concept

Members of the Fellowship of the White Star need to tolerate the views and cultures of others. This doesn't mean they have to like their teammates (they can hate their guts) nor their views or cultures, just that they need to not violently remark or act upon those views while adventuring with heroes who are different (social or economic class, race, religion, etc...). Cooperation is the watchword of the day.

The organization does not view cultural habits as innately evil. For instance, a Native American hero that collects scalps and counts the coup of his enemies would not be viewed as evil. The hero would be disciplined if he did such an act in a place that would bring attention to the hero and the Fellowship (as they would similarly be disappointed in any hero that, in public, performed magic, started a shootout, endangered the general populace, etc...). The Fellowship also knows that such actions in public are sometimes unavoidable and even occasionally necessary for the greater safety and good of the earth. Discretion is called for by the Fellowship. Not just to prevent the general populace from the hysteria when learning of the nature of evil in the world, but also to safeguard the secrecy of the qabal. The Fellowship's numbers are not large and significant infiltrations into the qabal could effectively end it. Players should keep these thoughts in mind when creating a hero for the campaign and while adventuring with fellow heroes. In addition to those qualifications, heroes must be of a non-evil alignment.

Step 1: Ability Scores

The official Fellowship of the White Star campaign uses a nonstandard point buy method of ability score generation. The Fellowship of the White Star campaign is considered to be a "tougher campaign". Characters receive 28 creation points to allocate their ability scores.

Step 2: Race

The Fellowship of the White Star campaign only supports human PCs only. There is no Common language. Humans receive 1 Language Category and one related language from that category, plus an additional number of languages from any category equal to your starting Intelligence bonus.

Step 3: Class

The setting of the Fellowship of the White Star supports the use of the following base classes: **Barbarian, Bard, Cleric, Druid, Fighter, Monk, Rogue, and Wizard.**

In addition, the Fellowship of the White Star supports the use of three unique base classes: Everyman, Laborer, and Scholar. Full details on the new base classes appear in the rulebook.

The Fellowship of the White Star official campaign also supports the play of the 17 new Prestige Classes detailed in the rulebook as well as the following Prestige Classes.

Arcane Trickster, Assassin, Blackguard, Duelist, Eldritch Knight, Horizon Walker, Shadowdancer, Thaumaturgist.

Any Prestige Class with a "Special" requirement must meet that requirement in campaign play. Campaign certification will accompany any events that are deemed suitable for meeting those requirements.

The campaign utilizes class-based armor bonuses which are detailed in the campaign book, but these (8) prestige classes are not included. The bonus to be for these classes are:

Lvl	Arcane Trickster	Assassin	Blackguard	Duelist	Eldritch Knight	Horizon Walker	Shadowdancer	Thaumaturgist
1	+0	+1	+3	+1	+1	+3	+1	+0
2	+1	+2	+4	+2	+1	+4	+1	+1
3	+1	+2	+5	+2	+2	+5	+2	+1
4	+1	+3	+6	+3	+2	+6	+2	+1
5	+2	+4	+7	+4	+3	+7	+3	+3
6	+2	+4	+8	+4	+3	+8	+3	+3
7	+3	+5	+9	+5	+4	+9	+4	+3
8	+3	+6	+10	+6	+4	+10	+4	+5
9	+3	+6	+11	+6	+5	+11	+5	+5
10	+4	+7	+12	+7	+6	+12	+6	+7

Step 4: Hit Points

In the Fellowship of the White Star campaign, a first level character receives maximum hit points possible for its class and Con modifier.

Starting at second level, for each additional character level, assign hit points according to the new class by consulting the chart below and adding (or subtracting) the character's Constitution modifier.

Hit Points Gained Per Level, After 1st Level	
Class Hit Die	Hit Points Gained
d4	3
d6	4
d8	5
d10	6
d12	7

Step 5: Skills and Feats

There are new skills that are unique to the Fellowship of the White Star setting. They are described in the rulebook. Here is a chart showing which of the new skills are class skills for each existing base class.

New Class Skills:

Barbarian: Notice

Bard: Forbidden Lore (all), Knowledge (all), Language, Notice, Sneak, Spellcasting

Cleric: Forbidden Lore (arcane, history, religion, planes), Spellcasting

Druid: Notice, Spellcasting

Fighter: (no new class skills)

Monk: Notice, Sneak

Rogue: Notice, Sneak

Wizard: Forbidden Lore (all), Knowledge (all), Physics, Spellcasting

The following skills are not used in the Fellowship of the White Star campaign: **Hide, Listen, Move Silently, Spot.**

When spending skill points, please remember that your character is Human, and therefore receives 4 extra skill points at first level, and 1 extra skill point at each additional level.

There are 35 new feats that are unique to the Fellowship of the White Star setting described in the Legacy of the Rose rulebook.

The following feats are not used in the Fellowship of the White Star campaign.

ACROBATIC, AGILE, ANIMAL AFFINITY, ATHLETIC, DECEITFUL, DEFT HANDS, DILIGENT, IMPROVED FAMILIAR, INVESTIGATOR, MAGICAL APTITUDE, NEGOTIATOR, NIMBLE FINGERS, PERSUASIVE, SELF-SUFFICIENT, and STEALTHY are not used in the Fellowship of the White Star game setting.

The reason most of these feats have been removed from the campaign is because of the inclusion of one new feat which makes them redundant:

Step 6: Equipment

For simplicity's sake, the most common form of money is the American dollar. For game play assume a one for one currency exchange no matter where in the world you are.

Your character begins play with an amount of money. As time passes, your character will need to find a way to earn more money in order to afford the things he wants.

The starting money represents your character's wealth and special belongings at the start of the game. An item handed down from generation to generation is "purchased" with your starting money. You do not have to spend all of your starting money.

Starting Money			
Class	Amount	Class	Amount
Barbarian	\$100.00	Laborer	\$150.00
Bard	\$100.00	Monk	\$ 12.50
Cleric	\$125.00	Rogue	\$125.00
Druid	\$ 50.00	Scholar	\$ 75.00
Everyman	\$125.00	Wizard	\$ 75.00
Fighter	\$150.00		

Assume your character owns normal clothing and a place to live.

Some equipment your character may wish to purchase includes the following. Weapons unique to the Fellowship of the White Star setting appear in the Legacy of the Rose rulebook.

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	\$ 500.00	40 lb.
Artisan's tools	\$ 5.00	5 lb.
Artisan's tools, masterwork	\$ 55.00	5 lb.
Artisan's tools, custom masterwork	\$ 155.00	5 lb.
Disguise kit	\$ 50.00	8 lb. ¹
Gunsmith Furnace	\$ 500.00	100 lb.
Gunsmith Mould	\$ 10.00	3 lb.
Gunsmith's Tools	\$ 5.00	5 lb.
Gunsmith's Tools, masterwork	\$ 55.00	5 lb.
Gunsmith's Tools, custom masterwork	\$ 155.00	5 lb.
Healer's kit	\$ 50.00	1 lb.
Holy symbol, wooden	\$ 1.00	—
Holy symbol, silver	\$ 25.00	1 lb.
Magnifying glass	\$ 100.00	—
Musical instrument, common	\$ 5.00	3 lb. ¹
Musical instrument, masterwork	\$ 100.00	3 lb. ¹
Musical instrument, custom masterwork	\$ 300.00	3 lb. ¹
Spell component pouch	\$ 5.00	2 lb.
Spellbook, wizard's (blank)	\$ 15.00	3 lb.
Thieves' tools	\$ 30.00	1 lb.
Thieves' tools, masterwork	\$ 100.00	2 lb.
Thieves' tools, custom masterwork	\$ 300.00	2 lb.
Tool, masterwork	\$ 50.00	1 lb.
Tool, custom masterwork	\$ 150.00	1 lb.

Mounts and Related Gear

Item	Cost	Weight
Bit and bridle	\$ 2.00	1 lb.
Dog, guard	\$ 50.00	—
Donkey or mule	\$ 15.00	—
Feed (per day)	\$ 5.00	10 lb.
Horse		
Horse, heavy	\$ 500.00	—
Horse, light	\$ 125.00	—
Horse, light (per day)	\$ 2.00	—
Warhorse, heavy	\$ 1,500.00	—
Warhorse, light	\$ 1,000.00	—
Saddle		
Military	\$ 20.00	30 lb.
Pack	\$ 5.00	15 lb.
Riding	\$ 10.00	25 lb.
Saddlebags	\$ 4.00	8 lb.
Stabling (per day)	\$ 0.50	—

Step 7: Alignment

The Fellowship of the White Star does not screen their members for alignment. However, in order to be a PC in the official campaign, you must be of a non-evil alignment. Should your character's alignment change to evil over the course of play, your character will be unplayable and may be submitted for use as an NPC.

Step 8: Campaign Play

Character Occupation: It is assumed that every character has an appropriate source of income that supports him when he is not adventuring. The money that a character has is considered to be surplus money in addition to the money he needs to support his down time activities and lifestyle.

Should a character wish more money for adventuring, he can spend a week using his Craft, Perform or Profession skill as per the rules found in the Fellowship of the White Star rulebook.

The Passage of Time: At character creation, each character receives 365 Time Units (TUs), which reset on January 1, 2009 and each subsequent year as the campaign progresses. Each time unit represents one day. All campaign activities, including adventuring, item creation, and meta-organization participation, etc., may have associated TU costs.

Every such activity will describe the specific time unit costs associated with it. Characters may not “carry over” unused TUs from one year into the next. They also may not “borrow” TUs from future years to perform activities in the current year.

Classification of Events: Events released for the Fellowship of the White Star official campaign all have a letter-number code. The number code is a three digit number. The first number is the number of the campaign year. The following numbers indicate the event's placement in the release schedule. So, an event with the code 104 would be the fourth event in the first year.

The letter code indicates the kind of event. Here is a simple key:

I: The letter "I" indicates that this is an "Introductory" event. This event comes with quick-start characters and may only be played with starting characters who have 0 xp. The event is designed to recruit characters into the Fellowship of the White Star organization. Introductory events do not cost time units.

A: The letter "A" indicates that this is an "Alpha" event. This event furthers the main plot of the official campaign. After every Alpha event, characters may make a single Craft, Perform, or Profession skill check to add adventuring money to their characters. Every Alpha event will come with Critical Event Reports

B: The letter "B" indicates that this is a "Basic" event. This event furthers the campaign setting and some subplots of the campaign. These plots may progress and become Alpha events, but in general the Basic events are secondary to the main plot.

C: The letter "C" indicates that this is a "Companion" event. This event is longer than the normal event, and will often contain experimental plot or setting ideas. After play, a player may decide whether or not any Companion event is suitable for the official campaign. Players will be allowed to go to the Fellowship of the White Star website and the various community boards (Yahoo group, MySpace, LiveJournal and Facebook) to discuss the appropriateness of the event. After the players have had adequate opportunity to discuss, the campaign staff will decide whether the event is "real" or "imaginary" for the characters. If it is decided that the event is "real", then the consequences of the event will be reflected in future Alpha and Basic events. If it is decided that the event is "imaginary", then the event will not be a part of official campaign history. In either event, players will be permitted to retain xp from the event, although they may lose certificates. There will never be more than 4 Companion events per year.

D: The letter "D" indicates that this is a "Dynamic" event. This event is available for play for a shorter amount of time than other events. Dynamic events conclude major storylines and have long reaching consequences.

Furthermore, events have a level range of preferred character level.

Low Level Events: Low level events are appropriate for characters level 1-5. Characters level 6 and above are not permitted to participate in these events.

Mid Level Events: Mid level events are appropriate for characters level 6-10. Characters level 11 and above are not permitted to participate in these events.

High Level Events: High level events are appropriate for characters level 11-15. Characters level 16 and above are not permitted to participate in these events.

All Level Events: All level events allow characters of every level to participate.

It is important to note that all events, regardless of level designation, are UNTIERED. This means that the event is the same regardless of the level of the participating characters.

Character History: A character log is a set of sheets that document which adventures the character has participated in, the judge's information, any experience or treasure gained, and any notes about the adventure. Logs also are used to track meta-campaign activities and entries for any other character-changing event. Logs are required for all characters in the official Fellowship of the White Star campaign.

Critical Event Reports: Most events in the official campaign will come with Critical Event Reports. These reports will let the campaign staff know what the general outcome of the event is. As the campaign progresses, these reports will be used to determine the direction of the campaign and major events in official campaign history.

Available Spells: All PC spellcasters can choose from the spells listed in the rulebooks. Other spell options will be made available as the campaign progresses.

All cleric PCs choose two domains appropriate to their character concept.

All wizard PCs start with all of the available wizard 0 level spells having already been scribed into their spellbooks. In addition, they receive 3 first level spells from the following list. As a wizard advances in level, or spends time and money to research spells, they may choose those spells from the following list. This list will be expanded as the campaign progresses. Spells not found on the list may be made available through adventuring.

WIZARD SPELLS

1ST-LEVEL WIZARD SPELLS

Animate Rope, Burning Hands, Cause Fear, Color Spray, Detect Secret Doors, Detect Undead, Erase, Feather Fall, Hypnotism, Mage Armor, Protection from Chaos/Evil/Good/Law, Ray of Enfeeblement, Shield, Shocking Grasp, Sleep, Unseen Servant, Ventriloquism

2ND-LEVEL WIZARD SPELLS

Darkness, Daze, Detect Thoughts, False Life, Fog Cloud, Ghoul Touch, Hideous Laughter, Hypnotic Pattern, Locate Object, Misdirection, Obscure Object, Phantom Trap, Protection from Arrows, Shatter, Spider Climb, Web, Whispering Wind

3RD-LEVEL WIZARD SPELLS

Arcane Sight, Clairaudience/Clairvoyance, Daylight, Deep Slumber, Dispel Magic, Displacement, Gentle Repose, Haste, Hold Person, Illusory Script, Nondetection M, Ray of Exhaustion, Secret Page, Sleet Storm, Slow, Stinking Cloud, Tiny Hut

4TH-LEVEL WIZARD SPELLS

Arcane Eye, Confusion, Crushing Despair, Enervation, Fear, Fire Shield, Globe of Invulnerability, Illusionary Wall, Locate Creature, Mnemonic Enhancer, Polymorph, Rainbow Pattern, Remove Curse, Resilient Sphere, Secure Shelter, Solid Fog

5TH-LEVEL WIZARD SPELLS

Break Enchantment, Dream, Fabricate, Mage's Faithful Hound, Mage's Private Sanctum, Mind Fog, Nightmare, Passwall, Prying Eyes, Secret Chest F, Sending, Symbol of Pain, Symbol of Sleep, Telepathic Bond, Waves of Fatigue

6TH-LEVEL WIZARD SPELLS

Contingency, Control Water, Dispel Magic, Eyebite, Globe of Invulnerability, Legend Lore, Mage's Lucubration, Move Earth, Repulsion, Suggestion, Mass, Symbol of Fear M, Symbol of Persuasion M, True Seeing

7TH-LEVEL WIZARD SPELLS

Control Weather, Finger of Death, Forcecage, Insanity, Instant Summons M, Mage's Magnificent Mansion F, Phase Door, Power Word Blind, Simulacrum, Spell Turning, Vision

8TH-LEVEL WIZARD SPELLS

Clone, Discern Location, Irresistible Dance, Maze, Mind Blank, Protection from Spells M F, Screen, Sunburst, Symbol of Insanity, Trap the Soul M F

9TH-LEVEL WIZARD SPELLS

Energy Drain, Foresight, Freedom, Imprisonment, Meteor Swarm, Shapechange, Wail of the Banshee

Certificates: As your character experiences events in the official Fellowship of the White Star campaign, you will be issued certificates to represent items, favors, honors, titles, influence, etc. the certificate will include all the information on the item (or reference to resource containing the needed information), favor, etc. that you will need in order to use it in campaign play.

Rebuilding Characters: Since there are so many new options available in the Fellowship of the White Star campaign setting, players may have a difficult time deciding how to adequately design their character concept. Therefore, at any time before attaining 4th level, a player may completely rebuild a character. The player may freely change class, skills, feats, etc. However, the character **MUST** keep the same name, experience point total, and campaign certificates (including curses). In essence you are rebuilding the same character in a different way, so your adventuring history will remain the same. Rebuilding a character in no way entitles it to be used in a scenario it has already participated in.

New Material: The Fellowship of the White Star campaign will grow and change as the campaign progresses. Thenodrin Presents, LLC intends to continue to create new and exciting material for the setting. As future supplements to the campaign are released, they will be considered for game balance, long-term play and contribution to the atmosphere and story of the official campaign.

All new material deemed appropriate for the official Fellowship of the White Star campaign by the Campaign Staff will be summarized in new versions of this document.

New material announcements will always be made as quickly as possible. Such announcements will always be posted on the Fellowship of the White Star website. The Campaign Staff reserves the right to review all new material for as long as is necessary to make a concerned decision on the suitability of the material for use in the official campaign.

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