House Rules for *Ruby Star*

The house rules are broken into three parts:
- A fairly short list of changes to the standard 3.5 D&D rules (1 page)
- A list of rule changes related to character creation (2 pages)
- A list of cleric options for the various gods/religions. (2 pages)

Changes to the standard rules

Races
- No race starts with any exotic weapon proficiency. (But see character creation rules)
- Gnomes may have either bard or wizard as their favored class (chosen at time of creation).
- Goliaths are the only non-core race in use, but a few Monster Manual races are allowed.
- Some non-standard races (orcs, goblins, etc.) have some changes. See below.

Classes
- Cleric granted powers can be quite different. See under character creation.
- Base classes from the "complete" series of books may be used with the DM’s consent.
- A given prestige classes may or may not exist in the world. Most can. Those that center on planar travel of summoning (calling) spells will generally not exist.
- No psionics exist in this world. (Or at least are available to the PCs!)

Spells/Magic
- **Planar travel**
  - This world is a disk surrounded by a ruby-colored shell called “Wall of the World.” It is impossible to pass through this wall on either the physical or ethereal plane. Further, this world only contacts the Astral plane at the Wall itself. This greatly restricts a number of spells and effects. Finally, only creatures whose silver cords lead back to this world can enter the world through the Astral plane. Natives can also bring other-planar creatures into the world (via planar ally and planar binding for example) but doing so is generally “against the laws of the gods and man”. Summoning short-lived “echoes” from other planes (Monster Summoning) is not a problem however. Travel to other planes are also highly limited.
- **Summoning (Calling)**
  - All such spells are one level higher than normal. Also note casting them may get you hunted (and killed) by members of The Society and perhaps by the local government. On the upside, most creatures from the outer planes will take "may stay in this world" as payment for services rendered.
- **Non-core books**
  - Non-core spells from the "complete" series may be used, but in general it is a good idea to consult with the DM before doing so. Spells involving Planar travel and Summoning (calling) may see significant restrictions.

Action points:
- PCs (and some NPCs) get action points. They get 3 per adventure, where an adventure is usually considered over after a week or so of down time. These points may be used to: (only 1 point per round)
  - Immediately recover a spell after it is cast (so keep it). May not be done with a caster's highest-level spells.
  - Roll an additional d6 with any attack, skill, save, or damage roll. The value is added in.
  - Perform a X/day or week class or racial ability an additional time (may be two points for some abilities)
  - Reroll a save (after failure/success is known)
  - A Fighter gets one extra action point per 5 levels (round down) per adventure.

Other
- In general, the spells, rules, items, etc. from the complete series will be allowed. Other than that, just core rules.
- EXPs are calculated based on challenges rather than CR.
- Parts of the Book of Exalted Deeds may be useable by the PCs. Ask the DM.
- Don't assume the DM is constrained by the same rules the players are. So new and different creatures, NPCs with weird abilities, etc. may show up in the game.
Character Creation

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Characters generate statistics by choosing one of the above rows of statistics. They may swap any two stats (not including AP). No player may use the same row more than once (as characters die, retire, etc.)

The characters then get their standard starting money appropriate to their level and spend their AP points using the table on the next page. The allowable starting races are:

+0 EL  Dwarf, Elf, Gnome, Halfling, Half-Orc, Half-Elf, Human, Goblin, Kobold, Orc
+1 EL  Hobgoblin, Planetouched, Goliath

Changes to non-standard races:

- **Goblins** get +1d6 sneak attack bonus, cumulative with class abilities (if any)
- **Kobolds** do not have a −2 Con modifier. They are treated as having a +2 Chr for spell casting purposes only. They have a +4 racial bonus to balance.
- **Orcs** get a +4 bonus on any stabilization roll and +2 on saves against poison. They also get toughness as a free bonus feat.
- **Half-Orcs** get a +2 bonus on any stabilization roll and +2 on saves against poison.
- **Hobgoblins** get a +2 racial bonus to intimidate and a +1 bonus to attack against elves. They are treated as having a Chr bonus two higher than their actual statistic would indicate with respect to goblins.
- **Aasimar Orcs** are called "High Orcs". They are usually followers of Pygmalion and have the following additional changes. They lose light sensitivity, the daylight spell and get an additional +2 CHR. (for a total of +2). Favored class is bard.
Spending Advantage Points
The AP column stands for bonus points and may be spent as shown on the following table. Only one row from each area (indicated by the darker lines) may be taken by a given character unless otherwise noted.

<table>
<thead>
<tr>
<th>Points</th>
<th>Ability</th>
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<tr>
<td>2</td>
<td>1 minor feat (Skill Focus, Toughness, all of the +2/+2 skill bonuses, or a racial feat (see below))</td>
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<tr>
<td>3</td>
<td>1 bonus feat (any the character would otherwise qualify for)</td>
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<td>5</td>
<td>1 bonus feat and 1 minor feat</td>
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<td>7</td>
<td>1 bonus feat and 2 minor feats</td>
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<td>1</td>
<td>+5 skill points</td>
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<td>2</td>
<td>+10 skill points</td>
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<td>3</td>
<td>+15 skill points</td>
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<td>2</td>
<td>Flintock native. +2 on saves vs. illusions. 3 free ranks in knowledge (religion). 2 free ranks in knowledge (arcane). 1 free rank in knowledge (history) and survival. May borrow up to 100 GP of equipment to start. (not all natives need to take this, but it does reflect the skills Zephyr and others have tried to teach those growing up in Flintock).</td>
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<td>2</td>
<td>Character is treated as though 2 levels higher for purposes of maximum skill ranks.</td>
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<td>3</td>
<td>One extra action point per day</td>
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<td>2</td>
<td>A given skill is always treated as a class skill. (Can be taken twice)</td>
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<td>4</td>
<td>1 bonus level as a commoner (see below)</td>
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<td>6</td>
<td>Negate 1 level penalty for non-standard creature</td>
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<td>7</td>
<td>1 bonus level as Adept, Aristocrat, Expert or Warrior (see below)</td>
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<td>10</td>
<td>1 bonus level as PC class (see below)</td>
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<td>2</td>
<td>Has connections to a significant organization (Duke’s child, etc.)</td>
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<td>2</td>
<td>One heirloom item worth 9,000 GP or less. (DM gets some input)</td>
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<tr>
<td>1</td>
<td>Has extra 2000 GP starting money, may freely spend it.</td>
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</table>

Notes:
- To take a bonus feat the character must meet all of the prerequisites. The racial feats are as follows.
  - **Human**: Armor Prof (any), Shield Prof, Mounted Combat, Exotic Weapon Prof. (Bastard sword), scribe scroll, Endurance, Run
  - **Goblin**: Run, Lightning Reflexes, Dodge, Mobility, Weapon Finesse
  - **Goliath**: Endurance, Running, Power attack.
  - **Hobgoblin**: Power attack, Combat reflexes.
  - **Elf**: Weapon focus (long bow, long sword, rapier), Track, Weapon Finesse, Still Spell, Iron Will, Lightning Reflexes, Run
  - **Dwarf**: Improved Toughness, Power Attack, Exotic Weapon Prof (Dwarven Axe, Dwarven Urgrosh) Craft magical arms and armor, Endurance, Great Fortitude, Iron Will
  - **Gnome**: Dodge, Spell Penetration, Exotic Weapon Prof (Hooked Hammer), Spell focus (illusion, enchantment), Endurance, Iron Will
  - **Halfling**: Dodge, brew potion, point blank shot, Weapon focus (short bow, sling) Endurance, Great Fortitude, Iron Will, Lightning Reflexes
  - **Orc**: Exotic Weapon Prof (Orc Double Axe, Bastard sword), Power attack, Diehard, Improved Toughness, Endurance, Great Fortitude, Run
  - **Planetouched**: As base race.
  - **Half-Elves and Half-Orcs** may be treated as either parent race, but not both.
- Bonus levels are treated as other character levels other than:
  - All EXP issues (amount needed, amount earned, etc.) They cannot cause a multi-class EXP penalty though they can remove/reduce one.
  - Starting money is not affected.
  - Can pick which level (bonus or normal) is treated as "1st level"
Religions and Clerics

There are two basic religious groups, where the difference is how Ishmael is treated. Followers of the 5-fold path treat him as an equal to the four Cardinal gods. The 4-fold-path treats him as a devil, a henchman of the four who fell into evil ways.

Even though the Cardinal gods have been known to directly speak to their priests, they have refused to settle the dispute about the two paths. All clerics of any of the 5 must choose to be 4-fold or 5-fold followers. Interestingly, most of Ishmael’s clerics are believers in the 4-fold path. Those believers are nearly always evil. His 5-fold path followers are more diverse.

In addition to clerics of individual deities, there are clerics who follow the groups as a whole. In fact, these clerics outnumber the clerics of any of the individual gods. Generally the 5-fold path is more dominant the closer you get to the hub. The four-fold path is generally dominant the further Wallward you get. Further, clerics of the five deities will each be associated with one of the two paths.

There are also a few other religions. In Truit, the state religion is called "Joined" and it is a worship of Ehlonna and Pelor as (somewhat distant) husband and wife. These clerics can be thought of as 2-fold path---the other gods are treated as lesser beings. Further, the worship of an Orc goddess named Pygmalion has begun to gather some ground. Apparently a practical joke of Kath’s went poorly and a new, if very minor goddess appeared. Only recently have the priests of the 4 and 5 fold path begun to acknowledge her, mainly as a spiritual hanger-on. Finally, that fragment of evil has its own clerics…

Game rules

4-fold path (NG or N).

Domains: Community, Good, Healing, Protection

Powers/restrictions:
- May not cast spells with the Evil descriptor, must always turn (not rebuke) undead.

5-fold path (NG, CG, LG, N, NE)

Domains: Community, Healing, Knowledge, Luck, Travel

Powers/restrictions:
- No proficiency with medium or heavy armor
- 4 skill points/level, add any one skill to class skill list (chosen at 1st level)
- d6 hit die
- Bonus feats: level 8: Skill Focus(any), level 14: Any meta-magic

Pelor (LG, NG, LN)

Domains: Good, War, Healing, Sun, Law, Glory.

Powers/restrictions:
- May not cast spells with the Evil descriptor, must always turn (not rebuke) undead.
- May freely intermix cleric levels with paladin levels. Turns undead as cleric with level equal to sum of paladin and cleric levels.

Kath (CN, CG, CE, N, NG)

Domains: Chaos, Competition, Luck, Strength, Travel, Trickery.

Powers/restrictions:
- Uses CHR for spell DC
- Cleric level for turning undead as one level lower (min 1)
- No proficiency in heavy armor
- 4 skill points. Class skills include Hide, Move Silently and Ride.
- Once reach level 5 may add cleric levels to bard levels for computing which songs are usable. May also add cleric level to barbarian level for number of rages/day. (Must have bard or barbarian levels to use this).

Ehlonna (NG, N, CN, NE, LN)

- Her Clerics are Druids.
**Ishkibble** (N, NG, NE, LN, CN)
*Domains*: Dream, Knowledge, Magic, Mind, Mysticism, Oracle.
**Powers/restrictions:**
- Clerics suffer arcane failure in anything but light armor and bucklers.
- Only armor proficiency is light armor and buckler.
- d6 hit die
- Poor BAB (as mage)
- Get bonus domain at 2nd and 12th level.
- 6 skill points/level. Knowledge(any) is a class skill. If you take the knowledge domain you get skill focus in any one knowledge at level 4.
- If become a Mystic Thurge you get 4 skill points/level as a mystic Thurge.
- May add cleric and one arcane classes levels together to get caster level for clerical and arcane spells (not spells that can be cast or known, just like the practiced spell caster feat. Thurge doesn't count twice!)

**Ishmael** (NE, N, LN, NG, Any Dwarf)
*Domains*: Earth, Fire, Knowledge, Travel, Dream, Madness, Liberation
**Powers/restrictions:**
- Non-Dwarven clerics are rare.
- Joined (NG)
*Domains*: One of (Animal, Plant, Fey) and one of (Glory, Healing, Sun)
- No proficiency in heavy armor, may not use heavy metal armor or penalties as druid.
- 4 skill points/level. Animal handling and knowledge (nature) are a class skills but at least 2 points/level must go into the following: animal handling, survival, knowledge (nature), profession (herbalist), ride or knowledge (geography).

**Evil** (NE, LE, CE)
*Domains*: Domination, Evil, Madness, Pact.
**Powers/restrictions:**
- +4 on all rebuke attempts
- Gets DR 1/good at level 4 and extra +1 every even level afterwards.
- Generally hunted and despised.

**Pygmalion** (LG, NG, CG -- Generally only Orcs)
*Domains*: Good, Community, Herald, Joy, Pleasure.
**Powers/restrictions:**
- Weapons proficiency limited to staff and sling and unarmed combat. Use of other weapons results in penalties the same as a druid's.
- Light armor and shield proficiency only. No metal armor (as a druid)
- d6 hit die
- 4 skill points/level
- Bonus feat: Sacred Vow
- +2 Charisma bonus at level 8
- Bonus feat, any exalted feat level 4, 12 and 16.
- Can freely intermix cleric and monk levels.