

# NEW PLAYERS

## **Rolling Your Character:**

### ***Getting Started:***

First select your race, background, and class. You may choose any race or class from any Wizards of the Coast published content, Unearthed Arcana, or anything housed on Brooks's Homebrew share drive. Other homebrew options are welcome, but let your GM know beforehand.

### ***Ability Scores:***

We will be operating on an ability score point-buy (27 points, minimum 8 - maximum 15, before racial bonuses). Use this site to calculate:

<http://chickendinner.com/5e/5e-point-buy.html>

### ***Starting Hit Points:***

At first level, your starting hit points are [10 +maximum class hit dice+ constitution modifier]. So, for a wizard, you would get 10+6 (1d6)+whatever your con modifier would be. This means you start with a lot more health than usual. Which is pretty rad and allows you to take some hits. Higher level HP will be rolled at the table on your first night. We reroll Hit Dice for HP if they roll a 1.

### ***Feats, Talent Trees, and ASIs:***

We will not be using Feats in Age of Memories games. Instead, players will pick from the Talent Feats homebrew from Craios125 & ImFromNasa.

While we are using the Talents, we are changing some of the rules from the homebrew. You get 1 talent at each level, including first level, but only gain the bonus proficiency in the skill by reaching the top of a talent tree. When you earn them, you may choose to spend your ASI ability score bonuses on a talent point (in any combination, so +2 talent points, +1 talent point and +1 to an ability score, or +2 to an ability score). Should you already have proficiency in a skill and complete its tree, you gain expertise instead. A bonus "Engineering" talent tree, and the others, are also housed on the drive.

### ***Cantrips & Spellcasting:***

We will be playing with the Evolving Cantrips homebrew made by Craios125 as well.

In addition to these, we will be playing with the Falleron Revised Spell List. This changes some spells, like Detect Magic, and adds a number of spells and cantrips, such as Hijack Spell and Shape Plants.

These can also be found on the Drive.

### ***Languages & Creature Types:***

Use the default languages and creature types for proficiencies and class features.