*Fist of Light: Game Features*

**Plot and Purpose**

This D&D 3.5 open-ended campaign is designed around a good-aligned party that worships Mayaheine (Greyhawk pantheon) and Tyr (Faerûnian pantheon), and is set in Faerûn, as detailed in the Forgotten Realms Campaign Setting and other D&D supplements.

The party has been together since level 1, and has progressed to level 13. The real story began with the party being 6th level, taking place in Saradush, where the party chose to take a job that sent them to Mintar.

They are now in Mintar, contending with a clutch of wererats.

**Game Features**

* **Medium:** [Groups.io](https://groups.io/g/fistoflight).
* **Posting Format:** Please post consistently in past tense, third person form (e.g., “Hansel cast *glitterdust* upon the enemy warmage” instead of “I’ll attack the other guy”), and use appropriate tags (OOC and IC) where applicable. The shorter your post, the more I must assume or add.
* **Sexually Explicit Content:** If occasionally necessary. This is not intended to be an erotica campaign.
* **Regular Participation Expected:** Only active writers/players please. The ideal posting rate is between two and five significant posts per week (no one liners, please). Marginal participation in the game will greatly impair your PC’s development. In fairness to the more dedicated players, characters abandoned/neglected by their players will not be kept indefinitely in the game.
* **Mechanics:** The story will be written in narrative format (third-person past-tense), and most mechanics will be shown. To avoid meta-gaming, mechanics involving Int- and/or Wis-checks are usually hidden so you can’t tell if your PC is being lied to or missing a clue.
* **Advancement:** This is not a murder-hobo type of campaign. Experience points in this game are more tied to your writing than to the challenge rating of your opponents. Killing things for points will not get you far in this game. Here are five ways to earn experience points:
  + **Know the plot:** As a player, I am guilty of having posted to storylines on which I wasn’t up to date, and it is usually obvious when others do it in one’s own game. Please ask questions after reading the updates if you’re unsure or unclear on anything you think may be important.
  + **Use the rulebooks:** Most of the questions that players have about rules can be addressed in the canon books. In the event that you have a question about the interpretation of a rule, or can’t find canon clarification, please ask, but it is generally not good practice to bring to the DM questions about easily accessible and straightforward information, such as what a spell’s duration is, how much trail rations cost, or if a weapon can be used two-handed.
  + **Spelling, grammar and punctuation:** In order to minimize my editing efforts to make this fully legible to anyone that might want to read it, please use your computer’s spelling and grammar aides before sending your posts. Please spell your character’s name consistently.
  + **Exploit the Faerûnian setting:** I don’t mind if you make up low-level people or small places for your character to refer to, but you should refer to Forgotten Realms lore when possible. Try to document your references to canon material with page numbers where applicable until that area, person, item, etc. becomes familiar to the group.

**Setting and Canon Books Used**

The following texts include the 3.X books that will be considered to be canon for this campaign: *Arms & Equipment Guide, Book of Exalted Deeds, Book of Vile Darkness, Champions of Ruin, Champions of Valor, Cityscape, Complete Adventurer, Complete Arcane, Complete Champion, Complete Divine, Complete Scoundrel, Complete Warrior, Draconomicon, Dungeon Master’s Guide I and II, Dungeonscape, Faiths & Pantheons, Fiend Folio, Fiendish Codices I & II, Forgotten Realms Campaign Setting, Libris Mortis, Lords of Darkness, Lords of Madness, Lost Empires of Faerûn, Magic Item Compendium, Magic of Faerûn, Manual of the Planes, Miniatures Handbook, Monster Manuals I - V, Monsters of Faerûn, Planar Handbook, Player’s Guide to Faerûn, Player’s Handbook I and II, Power of Faerûn, Races of Faerûn, Races of Stone, Races of the Dragon, Races of the Wild, Savage Species, Song & Silence, Stronghold Builder’s Guidebook, Sword & Fist, Unearthed Arcana,* and some of the FR modules.

Other canon materials not listed above will be considered, *except* for: *Tome of Magic, Tome of Battle: Book of Nine Swords*, anything related to psionics or incarnum, and anything pertaining to the *Eberron* campaign setting.

In the case of contradictions among approved sources, later publications supersede earlier ones, and FR publications supersede core/Greyhawk sources.

A few deviations from canon will come up from time to time. The most significant one is that the HPs of the PCs are better than those of a comparable NPC. The formula I use for a PC’s every level (including 1st) is:

(Maximum possible HPs x 75%) + Con bonus

For example, a 13th-level archivist (HD = 13d6) with a Con bonus of +2 would have:

13 x [(6 x 75%) + 2] = 13 x (4½ + 2) = 13 x 6½ = 84.5, rounded up to 85.

Monsters and other NPCs will, on the other hand, use the standard convention for determining HPs, which typically replaces the 75% above with 50% (i.e., the median roll). This is consistent with how HPs for most canon monsters and other NPCs are calculated.

**House Rules**

In general, I try to follow initiative per canon rules, though I may sometimes cluster characters in a combat sequence rather than allocate initiative exactly as it was rolled, particularly towards the end of a battle, when pairs of combatants have self-selected, and may be fighting somewhat independently of what’s going on around them.

Lastly, I will always keep a master copy of your PC file, and ask that you send me requests for changes—including level-ups, re-equipping, and daily spell selection—as an email, and I’ll change the source file, then send it to you. You will have at least one file update per level; more if you re-equip and/or change your daily spells.

**Fantasy Fiction and Grammar**

**Species:** Labels pointing to one’s species (human, elf, orc, elephant, harpy, dragon, demon, dog, cat, tiefling, rakshasa, djinn, genasi, etc.) are not generally capitalized.

**Nationalities/Planar Origins:** Labels suggesting geographic or planar origins (Celestial, Infernal, Primal, Waterdhavian, Thayyan, Mulhorandi, etc.) are always capitalized.

**Spells:** Following 3.X canon, spell names are not traditionally capitalized, though they will be italicized.

**Submitting a Character**

My main criterion for approving your character submission is your writing quality.

In addition to hard stats, your character submission should consist of (1) a physical description (one paragraph), (2) a personality profile (at least one paragraph) including the character’s preferences, fears, biases, traumatic experiences, promises/vows, conversions, addictions, etc., and (3) an origin story (1 page). Please use the *PC form* to create your PC, then email it back to me. If you use an automated character generator, make sure the information is transferred to the PC form before submitting your character.

**Attributes:** Distribute 27 points using the standard point buy system detailed in the DMG (page 169). Then apply racial modifiers, plus a boost at 4th level and another one at 8th.

**Races:** Characters can be of any standard PHB race, though I will also consider some templates, some Savage Species races, and races from other canon supplements. No aquatic races are allowed as PCs.

**Classes:** At this time, this campaign is accepting a character submission for an 8th-level character. Depending on the race chosen, your PC can start out with racial levels.

**Alignments:** This party opposes Evil in its many forms, and has no strict preference for Law or Chaos.

**Deities:** The party worships Mayaheine and Tyr, and is not likely to accept someone who does not (at least in lip service) among their own.