



Dave Arneson's Blackmoor: Character Rebuild

Campaign Year 1031

Version 1.0

September 1, 2006 through October 31, 2006

Our philosophy

We trust you. We want you to have fun.

We have tried to keep the redesign rules as simple as possible. In general we have tried to be as hands off as we could about access to the new books and new material. However, we have decided to limit or exclude access to some of the material presented in the OGL as well as in Zeitgeist's published material.

When we restrict anything, we usually do so for one of two reasons. First, we may limit access to a class or spell because we see it as having a special place within the campaign. We want it to occupy a special place in our shared story. For example, gaining access to a prestige class is not a given in Blackmoor the MMRPG. You have to earn these through your deeds or the organizations you are a part of.

Secondly, we may restrict access to something because we see it as unbalanced or inappropriate in an MMRPG. This is true of some spells and feats. When we do this, it is not out of desire to diminish anyone's design or plans, but out of an awareness of the difference in play styles between our communal and shared style of play and a home game.

Our goal with the redesign is to give you a chance to reconsider and reinvent who your character is. Become what you will. It is your journey. Have fun.

August 27, 2006

Tad Kilgore

Executive Producer, Dave Arneson's Blackmoor

I. Redesign basics

Email any questions to: rebuids@zeitgeistgames.com

RULES OF THE BLACKMOOR CAMPAIGN REBUILD

1. The period of the rebuild is from September 1 to October 31, 2006
2. All rebuilds must comply with the restricted and excluded list in section II.
3. Participation in the rebuild is completely voluntary and is not required to continue playing in the campaign.
4. You must keep the following values the same before and after the rebuild:
 - a. Character Name
 - b. Character Experience Points
 - c. Character Gold Pieces
 - d. Certificates belonging to the Character, including curses.
5. You may rebuild your character as often as you like during the rebuild period. The first rebuild is free, but subsequent rebuilds cost 1TU multiplied by the number of rebuilds you have made, not counting the first free one. Example, if you decide to rebuild a total of three times, it would cost you 1TU for the second time and then 2 more TUs for the third time for a total of 3 Time Units to rebuild three times. If a player doesn't have enough Time Units to perform the rebuild, they may go over into next year's count.
Note: Be careful with your TUs. Our goal is to release 2 to 3 episodes a month next year. You will need those TUs.
6. Rebuilds may not be done during play. Rebuilds must be completed prior to the beginning of any episode
7. Rebuilds are documented on your log sheet. Mark the entry as Rebuild and calculate the Time Unit cost if any. Include everything items 4 a through b as listed above. Document your old class(es), alignment, race and level. Then write in your new class, race, alignment and level. Have the log sheet signed by a judge.
8. Any benefits or certificates that don't seem to make sense any longer for class, alignment or other reasons will be handled directly with Campaign Staff. Please refrain from posting on public lists as questions about specific certificates are often spoiler. Email us at rebuids@zeitgeistgames.com. We will get back to you as soon as possible.

Magic item creation: If you crafted an item and you can no longer do so after your rebuild, the item is lost and is to be discarded. MIC XP is lost if you cannot reconstruct the magic item in your possession after the fact. These Magic Items are also discarded.

Meta-organizations: If your change to your character makes you ineligible for a metaorg, then you lose your membership and forfeit any benefits you have. All time, gold, or certificates used to gain access to the meta-organization are forfeited and void. So, if you decide to see how the other half lives and turn your cabalist wizard into a sorcerer, have fun and do so. However, the Cabal will have NOTHING to do with you. Your membership is null and void. It's like you never joined

Nobles: The noble abilities in the Player’s Guide to Blackmoor will be defined in the upcoming Noble’s meta-organization. The abilities Chapter 9 are not in play until that time.

Westryn: Converting to Westryn or changing from Westryn is simple. If you are converting to Westryn, take you current XP total and reference the Table 1-1 below. That is your new level. If you are converting from Westryn, simply take you current XP and compare it to table 3-2 on page 22 of the Core Rulebook I. That will indicate your new level.

Insert: Table 2-2: Westryn XP per Level

Level	Original	New	Level	Original	New
2	2000	2000	11	65000	58000
3	5000	5000	12	77000	69000
4	9000	9000	13	90000	81000
5	14000	13000	14	104000	94000
6	20000	18000	15	119000	108000
7	27000	24000	16	135000	123000
8	35000	31000	17	152000	139000
9	44000	39000	18	170000	156000
10	54000	48000	19	189000	174000
			20	209000	193000

II. Restrictions

Certain spells/feats/magic items and all prestige classes are restricted and cannot be taken by your character without proper campaign documentation. Campaign documentation will take the form of a certificate allowing access or is contained in the meta-organization document to which the character belongs.

Spells: Restricted spells can be learned once the character is able to contact a mentor or capture a focus or spell book from a fallen enemy. A player must physically have the spell book or focus in their possession. Players cannot trade access. Spells that are restricted may not be learned form other players. They must be acquired by the player character in question. Both access from a mentor or access from an object must be certed. If you have a restricted spell in your repertoire, and do not have campaign documentation to support it, then you must remove it and replace it with another spell. If you are a spontaneous caster like a Wokan, assume restricted spells can only be cast once they are taught by a mentor.

Feats: A restricted feat can only be learned from mentors or from a specific meta-organization. Gaining access to a restricted feat will usually have a TU cost associated with it depending on the nature of the mentor providing the access.

Magic Items: This restriction refers directly to item creation. Restricted items may only be created if the character in question has gained access to the item through his or her meta-organization or through certification of a mentor who is willing to teach the player in question how to make the item.

Prestige Classes: All prestige classes in the MMRPG may only be taken if a certified mentor is found to teach the character the prestige class or if the character's meta-organization allows it.

Restricted Spells: All spells are from Player's Guide unless otherwise noted

Aberrant Ribbon (WC)

Airless breath (WC)

Aging (WC)

Angvile's Last Strike

Armor of Darkness

Armor of Light

Elongated Arms

Elongated Arms, Mass

Heat Wave (WC)

Heat Wave, Greater (WC)

Hide the Deed

Lion's Pounce

Lion's Pounce, Greater

Lion's Pounce, Mass

Probe Thoughts (WC)

All Quicke's spells

Rain of Fire

Redirect Teleportation

Rhino's Charge

Rhinos' Charge, Greater

Rhino's Charge, Mass

Simpleton's Answer

Teleportation Ward

Restricted Feats: All feats are from Player's Guide unless otherwise noted

Attune Spells Focus (WC)

Blindsight 5' radius

Craft Spell Focus (WC)

Elemental Mixture

Elemental Substitution

Energy Mixture

Energy Substitution

Improved Familiar (SRD)

Last Breath

Lucky

Quick Pin

Resonance Hound (WC)

Resonance Sniffer (WC)

Restricted Magic Items: All magic items are from Player's Guide unless otherwise noted. These restrictions apply to crafting these items.

Armor

Arcanists Armor

Arcanist's Armor, Greater

Arcanist's Armor, Improved

Arcanist's Armor, Ultimate

Arcanist's Shield

Arcanist's Shield, Improved

Arcanist's Tower Shield

Weapon Enhancements

Arrow Deflection

Arrow Redirection

Spell Deflection

Spell Redirection

Miscellaneous Magic Items

Crystalline Enigmas

Dwarven Beard Gems

Elven Ear Rings

Halfling Toe Rings

Golembane Scarab (SRD)

Teeth of Magics

III. Exclusions

Some spells, feats, classes and prestige classes are restricted and cannot be taken by your player. These are not allowed in the campaign.

Excluded Classes

Merchant

Excluded Prestige Classes

Dragon Disciple

Eldritch Knight

Horizon Walker

Excluded Spells

Bonds of Marriage

Detect Aberration

Detect Construct

Detect Elemental

Detect Giant

Detect Humanoid

Detect Lycanthrope

Detect Magical Beast

Detect Monstrous Humanoid

Detect Ooze

Detect Outsider

Detect Shapechanger

Detect Vermin

Miracle (SRD)

Permanency (SRD)

All Ritual Magic (WC)

Wish

Excluded Feats

Cooperative Magic (WC)

Hidden Bloodline

Improved Scribe Scroll

Increased Spell Points

Vermin Companion

Excluded Skills

Smell

Taste

Touch