

Character Dueling

Rules Document

Version 1.1.0

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Mission Statement

Our mission is to teach the rules of Dungeons and Dragons through rigorous player character dueling.

Goals of Character Dueling:

Our goal is to create a forum for gamers to learn more about the rules of the game and the resources available to play the game. We want everyone to become more familiar and comfortable with the rules of Dungeons and Dragons.

We identify ourselves as part of the gaming community and we feel that it is our responsibility to give back to the community. Additionally, we view it as our responsibility to work towards perpetuating role-playing as a hobby. This implies that we want to at least maintain, preferably expand, the knowledge of the gaming community. Therefore we want Character Dueling to be a place where we can train and develop gamers and where gamers will feel welcome and encouraged.

Necessary Materials

- Character Sheet
- Writing Implement
- Set of Dice
- Miniature to represent your character
- *Player's Handbook (PHB)*
- Any books used by your character

Allowed Materials

All Wizards of the Coast revised Dungeons & Dragons v3.5 books. The latest errata of any book are used. Any books utilized by a given character must be present at the table to be used in character dueling. Later printings and errata of any book will be given precedence.

Character Creation

Ability Scores:

This campaign uses the nonstandard point buy method from the Dungeon Master's Guide (see page 169). This campaign is considered a "High-powered campaign," hence, each character uses 32 points to buy all six characteristics.

Hit Points:

Maximum hit points at first level, and then high average hit points for every level thereafter. High average hit points are as follows for each hit die: 1d4 - 3, 1d6 - 4, 1d8 - 5, 1d10 - 6, 1d12 - 7.

Character Starting Level:

There are two initial brackets for characters in Character Dueling. The first bracket is level one, the second bracket is level six. Characters in the first bracket start with no experience points and begin at character level 1. Characters in the second bracket start with 15,000

experience points, which will nominally begin the character at level 6. Characters with ECL or who spend experience before play begins will be of lower level in line with their ECL or experience point total.

Character Starting Wealth:

Characters in the first bracket begin with the maximum starting gold for their character class. Characters in the second bracket begin with 9,000 gold pieces.

Skills

Use Magic/Psionic Device:

When emulating caster/manifester levels with Use Magic/Psionic Device, the maximum caster/manifester level you may emulate is equal to your hit dice or character level. Use Magic/Psionic Device may not be used to meet prerequisites for magic item creation.

Feats

Metamagic School Focus:

A character with this feat may change the spell level adjustment of a metamagic applied to a spell to a minimum of +0. This feat otherwise works as written.

Combat

The basic rules for combat are covered in the *Player's Handbook*.

Magic Items

Magic Item Creation:

No custom made magic items will be allowed.

Purchasing Magic Item:

The rules for purchasing magical items are covered by the *Dungeon Master's Guide*.

Adventuring

Same Player, Different Characters:

While players may have more than one character in the campaign at the same time, the separate player characters may not interact in any way, shape or form. The dungeon master may at their own prerogative have the separate player characters interact.

Restricted Rules Items

No variant or side bars rules will be used from any book. No [Epic] feats will be used.
Lost Empires of Faerûn: Greenbound Summoning (feat)