

# DUNGEONS & DRAGONS

## RPGA<sup>®</sup> CHARACTER CREATION GUIDE

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Updates to this document from the previous version appear in **red text**.

### WHAT IS THE RPGA?

The RPGA is an official network that promotes play of Wizards of the Coast roleplaying games, heavily focused on D&D<sup>®</sup>. With the RPGA, thousands of gamers participate in massive shared-world campaigns in their homes, at conventions around the world, and online. You can often take your character from one play group to a completely different group, and with this guide you'll know that your character is official. DMs also earn DM Rewards, exclusive D&D game materials and aids only available through the RPGA. Your home game can also be scheduled through the RPGA, earning you rewards for your local play.

In order to become a RPGA member and participate, you need a membership number, which can be obtained at a public event (such as a convention or local game day) or online. Go to [www.dungeonsanddragons.com](http://www.dungeonsanddragons.com) and click on "Events" for more information on how you can sign up to join the biggest D&D organization in the world.

If you're a Dungeon Master (DM) and you want to schedule a public game for play, you'll need to become an organizer through the Wizards Play Network (WPN). This process is simple, straightforward, and only takes a few minutes. Go to [www.wizards.com/wpn](http://www.wizards.com/wpn) for more information.

### HOW TO USE THIS GUIDE

This Character Creation Guide is used for all official RPGA programs in which you have to bring your own character. In addition to the general rules in this guide, each program has its own appendix with additional information specific to the program.

You can also use the rules in this guide for your own home game. Doing so allows your players to take advantage of using their RPGA Rewards cards for your home game.

### WHAT YOU'LL NEED

In order to create a character for a RPGA game session, you'll need the following:

- A *Player's Handbook*
- A character record sheet

- Your RPGA number
- Any other player resources you want (see below)
- This guide

On the official character record sheets (found in the back of the *Player's Handbook* or available for purchase), put your RPGA number next to your name at the top of the first page of the sheet. You'll want to note the appropriate appendix of this document to find the program you're going to play. Then crack open your *Player's Handbook* and continue reading on!

### CREATING A NEW CHARACTER

Creating a character for a RPGA game is very similar to creating a character for any other D&D game. In fact, if you follow the character creation rules in the *Player's Handbook*, you'll be pretty much set. However, there are some decisions that normally a DM would make about character creation, and this guide tells you what is official for RPGA play in these circumstances. If a specific situation is not covered by this guide, use the *Player's Handbook* as the default reference.

- **All characters start at 1st level unless otherwise specified.** Some RPGA programs might have characters starting at a higher level, in which case see "Creating a Higher-Level Character" below.
- **Ability scores are never rolled.** Use Method 1 or 2 (*Player's Handbook*, pages 17-18) to generate ability scores for your character.
- **Starting characters must purchase equipment that is from a player resource.** Each 1st-level RPGA character starts out with 100 gp, just like any other D&D character. They can purchase equipment that is from a player resource (see below). Once you start adventuring, you may gain access to or find other magic items that you normally could not purchase.
- **Character alignments must be unaligned, good, or lawful good.** In addition, characters may not worship a deity with an alignment of evil or chaotic evil.
- **Player resources are legal for character options.** Each month, Wizards of the Coast releases more D&D game material through print products on sale at your local store or on our website through *Dragon* and *Dungeon* magazines. Some of this material is a player resource,

and some of it is for DMs. See the chart to identify what products are player resources.

### RULES FOR HOME GAMES

If you're going to be the DM for a homebrew game, you can choose to follow any or all of the information in this guide. However, if you make your game a RPGA-sanctioned public event, meaning different players can rotate in and out of your sessions, you need to use two rules presented here: characters use Method 1 or 2 for ability scores and characters have use of RPGA Rewards cards (see below). The rest is up to you.

- Artifacts
- Content that specifies DM adjudication in order to be used by a character

### RETRAINING IN THE RPGA

The *Player's Handbook*, page 28 has specific rules regarding retraining, but in order to allow players to take better advantage of new rules options and to make it easier to adjust to rules updates, the RPGA uses a more permissive system.

**Whenever your character gains a level, you may retrain out any and all character-based rules options, except for the following:**

- Your character race (you may retrain race-based options that you chose)
- Your character class (you may retrain your build)

## PLAYER RESOURCES

The following list as of this publication date contains the names of the products that have player resources through July 2010. This list will continue to be updated in this document semi-annually, and on the RPGA website when appropriate.

Publication	Content Allowed	Date Legal
<i>Player's Handbook</i> series (includes races series)	All	Upon release
<i>Forgotten Realms Player's Guide</i>	All except spellscarred rules and backgrounds	Available now
<i>Adventurer's Vault</i> series	All	Available now
Power series ( <i>Martial Power</i> , etc.)	All	Upon release
<i>Manual of the Planes</i>	Paragon paths	Available now
<i>Player's Handbook Heroes Miniatures</i>	All	Available now
<i>Eberron Player's Guide</i>	All except dragonmarked rules, <b>faiths</b> & backgrounds	Available now
<i>Dragon Magazine Annuals</i>	All	Upon release
<i>Dragon Magazine</i>	All	Upon release of compiled issue
D&D Insider Character Builder exclusive content	All	When available

*Access Information:* Content from publications not listed above requires you to obtain access. For magic items, rituals, and formulas, you'll want to check the appendix for the program you're participating in, if any. For new races, feats, powers, and other options, you need to have a RPGA Rewards card that grants you access and have it in your card stack (see below) or the option needs to be specifically mentioned in the appropriate appendix for the program.

*Dragon Magazine:* Content appearing in *Dragon Magazine* that is player resource-friendly (full racial write-ups, classes, paragon paths, epic destinies, powers, feats, magic items, rituals/formulas, and backgrounds) is available for access if present in the compiled issue and when the compiled issue is available for download (typically at the end of the current month). Content from individual articles is not available for access upon the date of the article's publication, as the compiled issue may make final modifications to the rules in the article. Exceptions to access will be noted in the rules content's article. **If material that originally appeared in *Dragon Magazine* is updated by the *Dragon Magazine Annual*, the information in that publication supersedes the online compiled issue.**

## RULES UPDATES AND FAQs

Periodically, Wizards of the Coast will release rules updates with corrections to existing rules, or a player/DM will inquire through a specific official channel to get a clarification on an existing rule. **When there is contradiction or confusion on a ruling at a table, the DM is the final arbiter, although the most recent rules should be used when possible.** The following are considered official rules sources for RPGA play:

*Content Not Accessible:* There are a few bits of D&D game material that are not considered accessible to players (even if content from the resource is allowed), as it is too difficult to evaluate the content's use in RPGA campaigns. Exceptions to this rule will be noted on specified play documents. This includes the following game content:

- **Printed rulebooks**
- **Official D&D rules updates** (available at [www.dungeonsanddragons.com](http://www.dungeonsanddragons.com); click on “Products,” then “Updates”)
- **D&D Rules Compendium** (available through **D&D Insider** at [www.dungeonsanddragons.com](http://www.dungeonsanddragons.com))
- **D&D Character Builder** (available through **D&D Insider** at [www.dungeonsanddragons.com](http://www.dungeonsanddragons.com))
- **Clarifications issued through the official Game Support team at Wizards of the Coast**
- **RPGA Character Creation Guide** (this document)
- **Updates posted on the official Wizards website** (through **D&D Insider** or as news items)

## IMPORTANT PLAY INFORMATION

While each program has its own set of rules, there are three bits of information you’ll want to keep in mind when playing your character.

- **It’s a team game.** While creating a brooding loner character can be interesting, the character should still be able to function well in a team environment. 4th Edition D&D is all about working together to overcome challenges, and the mechanics of the game reinforce that aspect. Roleplay your character however you like, so long as you remember the importance of assisting your fellow adventurers. If you are in control of your character and have an attack that includes PCs in its effect, always ask the players controlling the affected characters if it’s OK to damage or otherwise hinder their character before you make the attack.
- **When a rule is updated, use the newest version.** Keep an eye out for rules updates, particularly *Dragon Magazine* options that later appear in a rulebook. Make sure that you’re using the most current version of the rule. This is especially important if you use a playtest class from *Dragon Magazine*.
- **Play of an adventure is restricted to once per character, not once per player.** Unless otherwise specified, all RPGA adventures that allow you to create your own character can be played multiple times, so long as you use a different character each time you play. You can even DM a game and then play it at a later date. If you play an adventure again, you are required to let the DM know at the beginning of the game that you’ve already played it, and don’t ruin the surprises for anyone else that might be experiencing the adventure for the first time.

## CREATING A HIGHER-LEVEL CHARACTER

If you’re creating a character higher than 1st level for a specific campaign (either a RPGA program or a home game), simply follow the rules in the *Dungeon Master’s Guide* page 143, in addition to those in this guide. Remember to

adjust the number of RPGA Rewards cards in your stack appropriately.

Pay particular attention to Step 7 of the process in the *Dungeon Master’s Guide*. You get one magic item of your level + 1, one of your level, and one of your level - 1. You also get gold equal to a magic item of your level - 1. Keep in mind that you still must adhere to the access rules for the campaign.

## RPGA REWARDS CARDS

Periodically, the RPGA issues special cards that can be used in RPGA **adventures**. These cards allow you to get an adventuring edge from time to time, help promote teamwork, and provide you with new character options. You **must** show your DM what cards you have in your stack prior to beginning a play session.

Rewards cards printed from a PDF file are legal for play, as long as they are available for download via the Wizards website. Otherwise, you must have the physical card present to use it. **You may not have more than one copy of any card in your stack.**

**Unless a card specifically lists a type of action that it requires, playing a card does not require an action of any kind. It is something the player does, not the character.**

There are four types of Rewards cards:

- **General** cards are the most common and the ones likely to be used in a game session. Each general card has a benefit listed on the card. Once the benefit is triggered, the card is turned sideways to indicate it is used, and the bonus indicated on the card (usually +1 or +2) becomes active for the rest of the session. You can give any one ally (a character other than your own) the bonus at any time after a d20 roll has been made. Only one card bonus may be given to a d20 roll. Once the bonus has been spent, remove the general card from the play area or flip it face down. You can have as many general cards as you like in your stack (up to your limit), **but you may not have more than one copy of any particular card in your stack.**
- **Creation** cards allow you to create a character of a new race or with an option unavailable to most characters. You can only have one creation card in your card stack, it must be assigned when the character is created, and it cannot be changed once chosen.
- **Expansion** cards give your character new options. You can have as many different expansion cards as you like in your stack (up to your limit), they can be assigned at any time, and if they are removed at a later time, you lose access to the options on the card (which might mean you have to retrain or restrict future item access).
- **Quest** cards are a special type of card that can unlock **bonus adventures**. On each quest card, there are tasks listed that you have to perform in adventures. Your DM will inform you if you’ve completed a task and can gain

credit for doing so. Once you've completed all the tasks, you unlock a special adventure playable only by those with the quest card in their stack and all tasks completed. Your character can possess as many quest cards as you'd like; these cards do not count against your total cards in your stack.

Each character has a **card stack**; essentially a number of card "slots". The number of cards in the stack grows as a character gains levels. You can modify the cards in your stack between adventures. See the table below for specifics.

Character Level	Cards Gained	Total Cards in Stack (Only 1 Creation)
1st	2	2
6th	1	3
11th	2	5
16th	1	6
21st	2	8
26th	1	9

**Important Note:** All RPGA Rewards cards, with the exception of Creation, Expansion, and Quest cards, will retire from play after December 31, 2010.

## DOCUMENTING YOUR PLAY

Each campaign may have different ways that you document your play - for many of them it's as simple as writing down your XP and treasure gained on your character sheet, just like any other D&D game. For others, it may involve you keeping an adventure log either on paper or online. See the appendix for the specific program you're participating in.

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## APPENDIX: CONVENTION SPECIALS

### WHAT ARE CONVENTION SPECIALS?

Every so often, we will release an adventure or short series of adventures that is not tied to a larger campaign, for example, the D&D Championship. These adventures typically come with pregenerated characters, but offer you the opportunity to create your own appropriately-leveled character to play the adventure. A list of available adventures and their premiere conventions is listed below. Adventures are usually available for general release within a short time after the premiere convention.

Note that the Convention Delve is only available through convention support and the Ultimate Dungeon Delve is only available at conventions officially sponsored by Wizards of the Coast.

### SPECIAL CHARACTER CREATION RULES

Create an appropriately leveled character following all of the rules in the RPGA Character Creation Guide. To equip your character, select one magic item of your character's level +1 (or less), one magic item of your character's level (or less), and one magic item of your character's level -1 (or less). You also have gold equal to a magic item of your character's level -1 to spend on other equipment, potions, rituals, or more magic items.

Follow the rules in the RPGA Character Creation Guide for player resource access rules. As new resources become available on the player resource list, these options become available for characters in future play of the adventure. Please see the notes below for specific adventures.

Adventure Name	Level	Premiere Convention
<i>Return to the Moathouse</i>	5th	Origins 2008
<i>In Fear No More Series</i>	9th-11th*	Gen Con Indy 2008
<i>Beyond the Door</i>	18th	D&D Experience 2009
<i>Shards of Galifar Series</i>	2nd-4th	Gen Con Indy 2009
<i>Ringin' in the Deep</i>	10th*	Origins 2010
<i>Curse of the Gray Hag</i>	Heroic*	Gen Con Indy 2010
<i>A Hole in the World</i>	Epic*	Gen Con Indy 2010
<i>Dark Sun Arenas: Glory and Blood</i>	1st	Gen Con Indy 2010

\* Characters are provided for these adventures.