

Rise of the Runelords: A Pathfinder Campaign

BUILD YOUR HERO:



- Pathfinder and 3rd party products for Pathfinder allowed.
 - Just let me know where it's coming from.
 - If you don't have many 3rd party products but are looking for a certain feat or spell, let me know.
- 15-point buy as described in the Core Rulebook.
- You are a hero, thus you gain:
 - 2 Character traits ([PDF](#))
 - Access to Hero Points (described at end of this campaign guide)
- Familiarize yourself with the RotR Player's Guide ([PDF](#))
 - Much of this is distilled here, including your free bonus feat
- Give your character a background paragraph.
 - However, during the first session we will do a bit of teambuilding to establish strong connections to PCs and NPCs

HERO POINT SYSTEM:



I've always liked the idea that the main part of being a hero is drawing on one's inner strength, determination, and will – and the games I run reflect this.

To this end I've incorporated the following houserule:

HERO POINTS

For your character, set 3 beliefs, goals, and characteristics:

BELIEFS - Beliefs are concepts that a character holds to be true or values that they hold dear. A cleric of Abadar may possess beliefs like *civilization is the potential of humanity*, *barbarism is one step from devil worship*, and *religion is the best vehicle for education*. These concepts help shape the outlook a character has on life, elements that, when combined with traits and backgrounds, establish that character's past and the way it influences them.

GOALS - We all have goals. Mine today are blog, finish freelance project, clean house, make dinner for wife, etc. Some goals are broader range – publish a novel, find a better job, get a house with at least 2 acres of property, etc.

Now the goals for adventurers may not be as pedestrian, but then again they might. Taking our Cleric of Abadar, let's name him Gordian, we'll examine his goals: *retire into a high position at the church*, *free his brother from imprisonment*, and *open a school for wayward youths*.

In many ways goals act as future hooks and measure of roleplaying guideline. We can assume that a character who wants to attain a measure of respect in the church when he retires is both pious and adheres closely to his church's tenets. But these goals also inform the me – Oh, we have an imprisoned brother! He is going to need property and funds to build that school?

CHARACTERISTICS - These are personality elements. Charming, Helpful, and Calm, for example. But those are a bit bland. We can

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imagine better ones.

Let's put our thinking caps on for Gordian and give him really particular traits: *Bookish* (Gordian's big into studying the history of civilization and always has some book or another in his bag), *Ragged Scar* (a result of a highway robbery, Gordian carries a jagged scar on his cheek), and *Teacher* (Gordian's always pictured himself running that school, and he has the bad teaching habit of explaining everything to everyone even when they do not ask).

!!! Important note !!! These may change! A character's goals may shift, a belief may be shattered, a new characteristic may be garnered. How this is handled should be story appropriate. A character shouldn't suddenly abandon a belief, but if over the course of the game that becomes evident in the roleplaying then lose it, replace it, or alter it as needed.

USING HERO POINTS

When a player does something that his character would do (as defined by these 9 elements), he may be worthy of a fate point.

In Gordian's case if the player made sure to point out he is reading a book on the structure of hobgoblin society each night as they camp, the DM could award a single Fate Point (rewarding the *Bookish* element).

If in combat Gordian's group is attacked by a youthful group of street thugs, the DM may want to award 2-3 points if Gordian argues to keep them alive and then scolds them at

length on the failings of their chosen path (rewarding both his desire to teach wayward children and his pedagogical leanings).

Pretty simple right? (Easy to say now, page and a half of house rules later.)

So now Gordian has 3 Fate Points. What can he do?

1. For **1 Fate Point** a character may add a +1 bonus to any roll he just made. This is cumulative and multiple points may be spent.

2. For **1 Fate Point** a character may reroll any NON-COMBAT roll and gain a +2 bonus/point spent on that roll if it somehow plays into one of his 9 elements.

a. *Example: Gordian and crew have captured a slaving orc who attempted to burn down a small village. Filled with rage at this attempt to undermine civilization, Gordian attempts to intimidate the orc into reporting his tribe's hideout, but fails. However, he quickly spends a Fate Point alerting the DM to his jagged scar. The DM agrees the wicked wound is definitely intimidating; Gordian rerolls and gains a +2 bonus.*

3. For **1 Fate Point** a character may, as a STANDARD ACTION, heal a number of hit points equal to his level for each fate point spent.

Hope this all makes sense (I even toned it down a bit . . .)

YOUR CHARACTER IN GOLARION:

Much of this is cribbed from the player's guide. I recommend you read through it, but here are the bulletin points.

Races & Classes:

All core allowed. The Player's Guide has some good background info for each if you are stumped for a background story.

Varisian Knowledge & Benefits:

Your character needs a reason to be in Varisia, and the village of Sandpoint specifically, at the start of the campaign.

Choose 1 bonus feat to help cement that connection:



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Big Game Hunter:

You are experienced fighting the gigantic creatures that stalk Varisia's landscape.

Benefit: You gain a +1 bonus on attack rolls, and a +2 bonus on damage rolls against Large or larger creatures.

City Born:

You grew up in Magnimar, Korvosa, or Riddleport, one of Varisia's three city-states. You hold tight to the belief your home is the best of the three.

Benefit: +1 bonus to Reflex saves (due to hustle & bustle of city life) and then Magnimar - +2 Diplomacy; Korvosa - +2 Intimidate; Riddleport - +2 Bluff.

Country Born:

You come from one of Varisia's rural regions where you were raised in an environment of rustic tradition, hard work, and common sense.

Benefit: A childhood of farm work, apprenticeship, or similar toil has granted you reserves of endurance. Once per day, when an effect would normally leave you fatigued or exhausted, you may ignore the fatigue or exhaustion effect. This ability activates the first time you are affected by fatigue or exhaustion in a day—you cannot "save" it to apply it to a specific effect. Your traditional upbringing has sharpened your willpower as well, granting a +1 bonus on Will saves.

Lone Wolf

Although you may have grown up in the city, you led a lonely childhood and were forced to fend for yourself.

Benefits: Whenever you are dying, you gain a +2 bonus to rolls to stabilize. Additionally,

your vigorous health grants you a +1 bonus to Fortitude.

Totem Spirit

You are closely and mystically tied to your tribe's totem spirit.

Benefit: Depends on your tribe:

- Lyrune-Quah: +1 bonus on Will saves, +2 bonus on Perception checks.

- Shadde-Quah: If you have the rage ability, you gain one additional round of usage/day. Also, you gain a +2 bonus on Intimidate checks.

- Shriikirri-Quah: +2 bonus to Initiative and Ride checks.

- Shundar-Quah: +1 bonus on Fortitude saves, +2 bonus on Perception checks.

- Sklar-Quah: +1 bonus on Reflex Saves, +2 bonus on Acrobatics checks.

Varisian Tatoo

You bear intricate tattoos which inspire and empower your natural magical ability. These tattoos mark you as a worker of the ancient traditions of Varisian magic.

Benefit: You gain 1 additional use of your 1st level bloodline power. Additionally, you gain a +2 bonus to skill checks with your bloodline's class skill.

SANDPOINT

Again, I urge you to check out the Player's guide for info. However, here is the abbreviated info:

Sandpoint is a sleepy coastal town in Varisia, ostensibly under the rule/protection of the much larger city, Magnimar. While the city has enjoyed a relatively low key existence, it

is just emerging from what the local's call 'the late unpleasantness'. Five years ago, the city was rocked by the duel horrors of a serial killer (found and put down), and the burning down of the Temple of Desna. Now, some five years later the village is finally ready to put to rest those horrible days by consecrating the new temple during the upcoming Swallowtail Festival.

People & Places:

- **Kendra Deverin** – Fiery but fair lord mayor of the town. From Magnimar.
- **Belor Hemlock** – Quiet, gruff town sheriff.
- **Sandpoint Cathedral** – Largest building in town, a fine, new establishment dedicated to Desna. Run by the kindly, if overly talkative, priest **Abstalar Zantus**.
- **The White Deer** – A clean and spacious inn run by the very even-keeled **Garridan**.
- A few book and curio shops – **The Way North**, **Quink's**, **The Curious Goblin**, & **The Feathered Serpent**
- Smithies, general stores, and taverns (**The Rusty Dragon**, run by **Ameiko**, the town's darling, and **Hagfish** being foremost)

We'll establish more connections during the first session. Hope this guide isn't overkill, and that it whets your appetite to play.

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