

The Commoner's Hero Campaign v 1.0:

Ability scores:

Use the point buy rules found in the Dungeon Masters Guide pg. 169 you will be given 25 purchase points.

Comeliness is measure of your characters attractiveness this is not considered an ability score however it is based off of your abilities. Use this formula to determine your characters comeliness $[(Str + Wis + Cha) / 4] + 3$ round down.

Racial traits:

Apply as normal, except that humans gain their bonus feat and skills as if they were first level.

Level:

Considered as having zero levels, however you will start as a special zero level class the "Commoner's Hero" to gain your first level you must join a class see Joining a Class.

Joining a Class:

You must pass a series of tests if you wish to become a true hero and gain your first level.

Barbarian – You must start a bar fight and survive (fight five commoners.) Drink 10 ales within an hour (pass ten fortitude checks DC 10.) Run 18 miles within 3 hours (see rules for hustle.)

Bard – You must learn (five days of study, for each day you must pass a Concentration check DC 10, if you fail that day does not count toward your five days) and perform one song, poem, or epic (one Perform check DC 15.) You must read between the lines of the song, poem, or story, and apply it to knowledge (pass one Knowledge (any) check DC 15.)

Cleric – You must face an undead creature and survive (destroy one skeleton or zombie.) Treat the injured and sickly (pass five Heal checks DC 15.) Profess your faith to your god by fasting (no food or water) for 48 hours (see rules for starvation and thirst.)

Druid - You must survive in the wilderness for one week. Find, capture, and tame one woodland creature that is harming the balance of the forest (pass one Survival check DC 5 for a small creature or DC 10 for a medium creature, and pass seven Handle Animal checks DC 10.) Profess your faith to your god by fasting (no food or water) for 48 hours (see rules for starvation and thirst.)

Fighter - You must survive the guard challenge (defeat one commoner.) You must pass the "Protect the Noble" challenge (keep the noble alive while fending off three thieves.) You must show that you can fight with two different weapons and wear armor effectively (make two successful attack rolls with two different Martial weapons (hit an AC of 14 twice with two different weapons,) have an total flatfooted AC of 11 or higher.)

Monk - You must meditate for 48 hours without food or water (see rules for starvation and thirst.) You must protect a beggar from an attack without raising a fist (take five hits from thieves.) Run 18 miles within 3 hours (see rules for hustle.)

Paladin - You must pass the "Protect the Noble" challenge (keep the noble alive while fending off three thieves.) Treat the injured and sickly (pass five Heal checks DC 15.) Profess your faith to your god by fasting (no food or water) for 48 hours (see rules for starvation and thirst.)

Ranger - You must survive in the wilderness for one week. Find, capture, and tame one woodland creature that is harming the balance of the forest (pass one Survival check DC 5 for a

small creature or DC 10 for a medium creature, and pass seven Handle Animal checks DC 15.) You must survive the "Guardian Challenge" (defeat 4 hunters.)

Rogue - Find the rogues guild. (pass one Gather Information check DC 15.) Present two different skills to the rogues guild leader and impress him (two skills of your choice other than Concentration, Handle Animal, Knowledge (any other than local,) Speak Language (note that you really couldn't make a check against this anyway,) Spellcraft, and Survival.) Display that you can hit the twelve strike points (twelve hits at a enemy AC of 12.)

Wizard - Display that you can cast three spells (cast three zero level spells in a row w/o the use of magic items.) Write a paper on the theory of magic (five days of study, for each day you must make a Knowledge (Arcana) check DC 10, if you fail that day does not count toward you five days.) Gain the approval from the Mage's guild leader (pass one Knowledge (Arcana) check DC 15.)

Sorcerer - You must have Demon or Dragon blood, this can be obtained a variety of ways see Sorcerer's Blood. Display that you can cast a spell up to five times (cast a spell five times in a row w/o the use of magic items.) Contact your blood anchor (pass five Concentration checks DC 15.)

Experience:

Due to the unique situation of having zero levels there will be no experience awarded, until you gain your first level.

Max ranks:

Normal rules. Due to the fact that this is a zero level campaign max ranks will be 3 for class skills and 1 for cross-class skills.

Feats:

None other than racial benefits.

Spells:

Normal rules.

Starting Gold:

You will start play with 10 + (highest Profession score) in gold, or items totaling an equal value.

Commoner's Hero

Alignment

Any.

Hit Die

Will be based off of your race, they are as follows:

Halfling/Gnome - d4, Elf - d6, Half-Elf/Human - d8, Dwarf - d10, Half-Orc - d12.

Class Skills

You get to choose the class skills for the Commoner's hero's however you must chose 1 Craft, Profession, Knowledge, or Perform and up to 4 additional skills.

Starting Skill Points

8 + Int modifier.

Class Features

All of the following are class features of the commoner's hero.

Weapon and Armor Proficiency

Commoner's hero can use a Quarterstaff at a -2 penalty. If you take a proficiency in Quarterstaff you will be able to use it at a +2.

Illiteracy

Commoner's hero does not automatically know how to read and write. A commoner's hero may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

Diligent Practice

Commoner's hero is able to spend 2 skill points to gain an additional feat. Also for each point of Knowledge (Arcana or Religion) you will be granted one casting of one zero level spell per day of an Arcane or Divine skill rank respectively.

Exceptional Experience

You are given the chance to increase a skill rank, base attack, or base save if you roll 10 higher than the DC, or AC. To do this roll a d% and roll **higher** than the target number for the skill rank, base attack, or base save. The target numbers are as follows:

For skill ranks use this formula $[10 + (\text{skill rank})] \times 5$

For base attack or save use this formula $[10 + (\text{base})] \times 7$

Sorcerer's Blood

All character's have a chance of being born with Sorcerer's Blood (to determine if you are born with Sorcerer's Blood roll a d% on a 01 - 05 you were born with demon blood, on a 95 - (1)00 you were born with dragon blood. If you were unlucky fear not you can still have Sorcerer's Blood by spending 4 skill points. If you were born with Sorcerer's Blood or you purchased it with skill points you will be given access to two zero level spells. You will be able to cast either of these spells up to five times per day. For example: You will be able to cast Read Magic three times and Ray of Frost two times in a single day.

Ex-Commoner's Hero

Commoner's Heroes who have gained their first true level lose access, but keeps all the benefits gained from them, to the class feature Diligent Practice, Exceptional Experience, and Sorcerer's Blood. Additionally as a reward for becoming a true Hero you will be given 7 additional purchase points to spend on ability scores, do this as if you haven't applied any racial benefits.

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