The Toolkit

Creating new things requires a bit of point balancing and a bit of GM intervention to make sure it works. Something from column A and something from column B.

Making a Race

Disadvantages		**Advantages**	
Cost	**Ingredient**	**Cost**	**Ingredient**
-1	Non-restrictive costuming and/or make-up or prosthetics	1	+1 HP
-2	Restrictive	2	May cast a spell
-4	Very restrictive	4	A spellcaster (a group of spells)
-1	For each class they can't be	1	A minor advantage with a class
-1	For each weapon type they can't use	1	A minor advantage with a weapon
-1	For each armour type they can't use	1	A minor advantage with particular armour

Making a Class

Disadvantages		**Advantages**	
Cost	**Ingredient**	**Cost**	**Ingredient**
-1	Non-restrictive costuming and/or make-up or prosthetics	1	+1 HP
-2	Restrictive	2	May cast a spell
-4	Very restrictive	4	A spellcaster (a group of spells)
-1	For each weapon type they can't use	1	A minor advantage with a weapon
-1	For each armour type they can't use	1	A minor advantage with particular armour

Making a Spell

Disadvantages		**Advantages**	
Cost	**Ingredient**	**Cost**	**Ingredient**

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