



Character Creation Guide

For additional information, join us on our Facebook page at:

<https://www.facebook.com/pages/Legends-of-the-Shining-Jewel/109137657018>

or on our Yahoo Group at

<http://games.groups.yahoo.com/group/LSJ-Campaign/>

or our website

WWW.THESHININGJEWEL.COM

To purchase the LSJ Campaign guide, go to:

<http://paizo.com/products/btpy89nb?Legends-of-the-Shining-Jewel-Campaign-Guide>

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See Paizo.com for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility and does not endorse this product.



Character Quick Creation Guide

Building a Character in the Legends of the Shining Jewel Campaign

Step 1: All Legend of the Shining Jewel (LSJ) Characters are built off an epic fantasy point buy (25 Points), the values of this point buy are as follows:

<i>Stat</i>	<i>Modifier</i>	<i>Points</i>	<i>Stat</i>	<i>Modifier</i>	<i>Points</i>	<i>Stat</i>	<i>Modifier</i>	<i>Points</i>
7	-2	-4	11	0	1	15	2	7
8	-1	-2	12	1	2	16	3	10
9	-1	-1	13	1	3	17	3	13
10	0	0	14	2	5	18	4	17

Step 2 Classes: Alchemist (APG), Aristocrat (LSJ), Barbarian, Bard, Cavalier (APG), Cleric, Druid, Fighter, Inquisitor (APG), Monk, Noble(LSJ, requires permission from the LSJ staff), Paladin, Ranger, Rogue, Sorcerer, Witch(APG), Wizard. See the Pathfinder Core Rule Book, Advanced Players Guide (APG) or the LSJ Guidebook for more on the classes and variants offered. See the LSJ Guidebook for important details on all Clerics. See Step 4 for Gods and Goddesses.

Step 3 Race: Below are all LSJ allowed races:

Race	Str	Dex	Con	Int	Wis	Cha	XP Track	Speed	Sight	Special
Aasimar					+2	+2	Fast	30	Dark	+2 to Perception and Diplomacy
Dwarf			+2		+2	-2	Fast	20	Dark	Never Encumbered by Armor
Elan	This race requires pre-approval from LSJ staff.						Medium			Psionics
<i>Air Elem</i>		+2		+2	-2		Fast	30		Act as if affected by a permanent personal feather fall spell.
<i>Earth Elem</i>	+2	-2	+2				Fast	20		DR 5/- against Subdual
<i>Fire Elem</i>	+2		-2			+2	Fast	35		No Penalties from smoke
<i>Water Elem</i>	-2			+2	+2	+2	Fast	20 Land		+8 on Swim Check

Race	Str	Dex	Con	Int	Wis	Cha	XP Track	Speed	Sight	Special
<i>Elves</i>										
<i>Dark</i>	This race requires pre-approval from LSJ staff.						Slow			
<i>Desert</i>	-2	+2		+2			Fast	30	Low light	+2 on Sight and Sound-based Perception Checks
<i>Forest</i>		+2	-2	+2			Fast	30	Low light	Immune to Sleep Spells
<i>Gray</i>		+2	-2		+2		Fast	30	Low light	Immune to Sleep Spells
<i>High</i>		+2	-2	+2		+2	Medium	30	Low light	+2 to Perception
<i>Sea</i>		+2		-2	+2		Fast	30 Land	Low light	+8 to Swim Checks to avoid hazards
<i>Sky</i>	-2	+2		+2	+2		Medium	30 Land	Low light	Natural Ability to Fly (average maneuverability) as long as wearing light or no armor, and carrying a light load.
<i>Gnome</i>	-2		+2			+2	Fast	20	Low light	Small: +1 to hit, AC, -1 CMB/CMD, +4 to Stealth
<i>Half Elf</i>							Fast	30		+2 to any Stat
<i>Half Ogre</i>	+4		+2	-2		-2	Medium	30	Dark	+2 to Intimidate Checks
<i>Half Orc</i>							Fast	30	Dark	+2 to any Stat
<i>Halfling</i>	-2	+2				+2	Fast	20		Small: +1 to hit, AC, -1 CMB/CMD, +4 to Stealth
<i>Human</i>							Fast	30		+2 to any Stat
<i>Lupaari</i>	+2				+2	-2	Fast	30	Low light	+1 Natural Armor Bonus
<i>Sathoni</i>		-4	+2	+2	+2		Medium	30		+2 Natural Armor
<i>Tabreen</i>	-2	+2		+2			Fast	40 Light or No Armor	Dark	+1 Natural Armor
<i>Tiefling</i>		+2		+2		-2	Fast	30	Dark	+2 Bonus to Stealth and Bluff

Step 4: The Gods and Goddesses of Raia Clerics can only be one step away from the deity in alignment while followers can be two.

Deity Name	Alignment	Portfolio	Domains	Favored Weapon	Holy Symbol	Armor Allowed	Special
Ardra Goddess of Life	NG	Life, Fertility, Prosperity, Motherhood, Birth, Athletics, Fitness, Adventure, Daring, Sports, Goods	Adaptation, Creation, Healing, Protection, Strength	Unarmed Strike	Image of Raia	Light, Medium, Heavy, Shield	Channel Positive vs. Undead at -2 Caster Level
Aurelian God of Air	N	Air, Sky, Weather, Freedom, Swiftmess, Cleansing, Barbarians	Adaption, Air, Travel, Weather, Liberation,	Bolas	Cloud	Light	Channel Positive or Negative vs. Elementals
Ayla Goddess of Flora	N	Plants, Wilderness, Forests, Trees, Landforms, Druids	Plant, Protection, Water, Weather	Quarterstaff	Tree	Light	Channel Positive or Negative vs. Undead
Brianna Goddess of Fauna	N	Animals, Habitats, Territory, Hunting, Trailblazing, Journeys, Rangers	Animal, Liberation, Protection, Travel	Punching Dagger	Deer's head with antlers	Light, Medium, Shield	Channel vs. Lycanthropes
Cerion God of Agriculture	NG	Agriculture, Farmers, Harvest, Abundance, Wine, Shepherds	Commerce, Good, Healing, Plant	Scythe	Sheaf of wheat	Light, Medium, Shield	Channel Positive vs. Undead
Cyrene Goddess of Water	N	Water, Purification, Cleansing, Rain, Bodies of Water, Aquatic Life	Adaptation, Healing, Luck, Travel, Water	Trident	Wave	Light	Channel vs. Elementals
Destine Goddess of Knowledge	N	Knowledge, Education, Quests, Lore, Research, Exploration, Travel, Fate, Destiny, Prophecy, Writing	Community, Divination, Fate, Knowledge, Rune	Quarterstaff	Opened book inside a crystal ball	Light	Channel vs. Undead
Dymora Goddess of Temptation	LE	Desire, Lust, Temptation, malice, Intrigue, Pain, Passion, Secrets, Infernals	Charm, Domination, Evil, Secrets, Sensation	Whip/Short Sword	Hand with long red fingernails holding a damaged heart	Light, Chain Only	Channel negative, +2 levels vs. devils, -2 vs. demons, level vs. other outsiders.
Elianna Goddess of Love	CG	Love, Marriage, Family, Companionship, Loyalty, Friendship, Beauty, Vanity, Romance	Charm, Community, Fate, Good, Luck	Short bow	Two hands holding a heart in front of a mirror	Light	-2 Cleric Level Channeling vs. Undead
Emerys God of Magic	N	Magic, Runes, Spellcasting, Arcane, Study, Wizards, Sorcerers	Divination, Knowledge, Magic, Rune, Time	Dagger	Abstract arcane symbol	Light	Channel vs. Undead
Galvandt God of Vigilance	LG	Guardians, Defenders, Watchfulness, Valor, Strategy, Tactics, Courage	Good, Law, Protection, War	Halberd	Two eyes overlooking a tower	Light, Medium, Heavy, Shield	Tower Shield Proficiency

Deity Name	Alignment	Portfolio	Domains	Favored Weapon	Holy Symbol	Armor Allowed	Special
Glissande Goddess of Art	CG	Creative art, Music, Theater, Poetry, Dance, Performance, Artisans, Bards, Communication, Revelry	Charm, Community, Inspiration, Secrets	Rapier	Comedy/Tragedy masks	Light	Channel Positive vs. Undead
Hyperion God of Nobles	LN	Nobles, Divine Right of Noble Rule, Chivalry	Fate, Inspiration, Knowledge, Law, Nobility	Rapier or Greatsword	eagle's head profile inside an oval	Light, Medium, Heavy, Shield	Channel vs. Undead
Illudra Goddess of Tricksters	CN	Tricksters, Pranks, Humor, Luck, Illusion, Agility, Chaos, Lies, Rogues, Wit	Chaos, Illusion, Luck, Secrets, Trickery	Dagger	Double-headed gold coin	Light, Shield	Channel vs. Undead
Kalek God of Crafts	LN	Crafts, Smithing, Tradesmen, Invention, Discipline, Engineering, Jewelry making	Artifice, Creation, Inspiration, Strength	Warhammer	Anvil	Light, Medium, Heavy, Shield	Channel vs. Undead
Lohm God of Earth	LN	Earth, Mountains, Caves, Stone, Metal, Mining, Precious Metals, Cleansing, Earthquake, Underground	Adaptation, Earth, Law, Protection, Strength	Heavy Pick	Mountain with and open cave mouth	Light, Medium, Heavy, Shield	Channel vs. Elementals
Lucor God of Wealth	CN	Wealth, Jewels, Merchants, Commerce, Thieves, Misers, Gambling, Gem Cutting, Roads	Commerce, Luck, Travel, Trickery	Longsword	Gold coin	Light, Medium, Shield	Channel vs. Undead
Meneon God of the Moon	NG	Peace, Peaceful death, Calm, Moon, Grieving, Emotional Healing	Glory, Good, Healing, Moon, Repose	Chakram	Crescent moon	Light, Medium, Shield	Channel Positive vs. Undead
Peliron God of Justice	LG	Law, Justice, Honor, Honesty, Judgment, Paladins	Community, Divination, Good, Knowledge, Law	Greatsword	Balanced scales	Light, Medium, Heavy, Shield	Proficiencies with all Martial Weapons
Pietos God of Mercy	LG	Mercy, Solace, Comfort, Relief, Protection, Endurance, Healing, Hearth, Home	Community, Good, Healing, Protection, Repose	Unarmed Strike	Open palm	Light	Channel Positive vs. Undead
Sorena Goddess of Light	CG	Sun, Light, Royalty, Clarity, Truth	Divination, Glory, Good, Inspiration, Sun	Morningstar	Sunburst	Light, Medium, Heavy, Shield	Tower Shield Proficiencies
Zara Goddess of Fire	CN	Fire, Cleansing, Consumption, Zeal	Adaptation, Destruction, Fire, Inspiration, Chaos	Falchion	Three balls of fire in a triangle formation	Light, Medium, Shield	Channel vs. Elementals

Step 5: Hit Points

All Characters in LSJ begin with “Kid Gloves” this means all characters at first level receive all hit points from both first and second level, excluding favored class bonus hit points. These are not bonus hit points, but an advance on second level. At second level you must adjust your hit points to the class you have chosen.

Step 6: Skills

Skills may be chosen from the *Pathfinder RPG Core Rulebook*. Players should follow the guidelines listed in the *Pathfinder RPG Core Rulebook* with regards to calculating and choosing skills. A few skills need brief additional rulings.

Craft Skill

This skill does not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). These skills may be used once per adventure to either make an item for the PC to keep and use or to roll for generic income purposes, but not both.

Knowledge Skill

LSJ also has an additional Knowledge Skill, Knowledge: Psionics. Knowledge skills cannot be anachronistic. The LSJ Campaign uses the “simple” method of dealing with Knowledge skills, meaning no sub-divisions of Knowledge areas. Thus anyone who has Knowledge (local) can use it anywhere in the world setting. However, natives of a community would gain a +2 bonus to the roll, natives of a region would roll normally and those who are farther out would have penalties to the roll.

Step 7: Feats

Select the appropriate number of feats, as affected by race and class from the approved sources of material. See the LSJ Campaign Guide as well as the updates posted on the LSJ website, <http://www.theshiningjewel.com/LSJ/>.

Step 8: Gear!!!

A starting character receives the maximum amount of gold pieces for its class. Players may purchase any equipment in the *Pathfinder RPG Core Rulebook* (including masterwork items, but not special materials). Additionally, player characters have a starting magic item to begin their adventuring career. This item must be identified on the certificate, or ‘cert’, provided on the website, in the campaign guide and in this packet. Only a PC of the appropriate race may select a racial weapon as their starting magic item. If a racial weapon is selected as a starting magic item, it may only be traded to another member of that same race.