Hell and Glory

The following instructions are intended for players, as guidelines for creating characters. Some leeway is allowed, but mostly in the direction of less powerful characters or more developed personalities. In general characters will be masters of their art (approximately 9^{th} level), moderately equipped with magic, and reasonably well connected within their community.

The guidelines given here include instructions on ability score rolling, base experience with instructions for determining character level, and allowances for magic and equipment. There are two backgrounds you can choose from for your character: natives of Kirti, or friends of Sarit. The choice of backgrounds will affect your starting knowledge and your allowance of money and magic. Non-human characters can additionally choose to be foreigners with restricted knowledge and wealth, but they would then be allowed skills and equipment not normally found in human medieval India.

Ability Scores

Roll once using any of the first five methods (I to V) described in the Players Handbook. To prevent characters from being too pathetic, you may re-roll your ability scores if *none* of the following conditions hold:

- One or more 17+ scores and average score ≥ 11.
- One or more 16+ scores and average score ≥ 12.
- One or more 15+ scores and average score ≥ 13.

You may re-roll as many times as is necessary until at least one of these conditions is true.

If you wish to play a specific character class and are unsure you will be able to get the required minimum scores, then you can use method VI from the Players Handbook. If you choose to use this method then you will only be allowed to re-roll if you are unable to meet the character class minimums. If you roll well enough to construct your character, then you may not roll again.

Starting Experience

All characters start with a base 200,000 experience points (exp). If your class and ability scores give you bonus experience, then add this to your base experience. Multi-class characters first divide the base experience evenly between all classes, and then compute the bonus for each class individually. Dual-class character are handled similarly.

Group A — Natives of Kirti

Characters choosing this background start with less money and magic, but have more knowledge about the city state where this campaign takes place. They may also have access to information and services unavailable to others characters.

These characters receive a 1,500 exp. allowance to spend on potions and scrolls (100 exp. per spell level). Since the characters are native to Kirti, you may also choose to spend some or all of this allowance buying “favors.” Each favor costs 500 exp. and must specify which church, guild, or other organization owes this favor. A favor can be redeemed at any time during the game, so long as the character is able to contact some person from the chosen organization. Any reasonable help will be given, provided what you ask for is within the power of the person you are dealing with.

Characters can also purchase a collection of magic items totaling ≤ 4,000 exp. or a single magic item worth ≤ 8,000 exp. For non-magical items you have 10,000 gp. This money can be used to purchase your equipment, and any other treasure you wish to carry.

Group B — Friends of Sarit

These characters are not natives of Kirti and have probably never even seen it. They will have very limited knowledge of the politics, economics, and terrain. On the other hand these characters start with more magic, and much more wealth. It would even be reasonable to say that they have attained a higher standing within the stratified social class structure of medieval India.

These characters receive the same 1,500 exp. allowance for potions and scrolls as the characters in group

A above. But they are only allowed to spend it on potions and scrolls, they may not buy favors. Instead they are given a greater allowance to buy miscellaneous magic. Characters may buy a collection of magic items totaling ≤ 6,000 exp. or a single item worth ≤ 12,000 exp. Up to 100,000 gp. can be spent on non-magical equipment and treasure.

Non-Human Characters

Non-human characters can either use one of the above backgrounds, or can come from some non-human homeland. Characters designed using group A or group B backgrounds may not use any special skills or equipment which are taught or made by their non-human race. This restriction includes things like bladesinging, and dwarven battle axes, but not infravision which is an inherent ability.

If you wish your character to have access to these skills and equipment, then your allowances and restrictions are as follows:

- Limited knowledge of the campaign environment.
- 1,500 exp. for potions and scrolls only.
- Several magic items worth ≤ 4,000 exp. or one item worth ≤ 8,000 exp.
- 10,000 gp. for equipment and treasure.

Medieval India

Medieval India is the result of many waves of conquerors, the Aryans, killing and subjugating all the races they encountered along their nomadic rampages. When these Aryans settled down they became a new race of Indian natives, overlords of all their conquered peoples. Over time the racial distinctions have blurred, but the Brahmanas (spiritual elite) and Ksatriyas (warrior class) still rule over the lower classes by divine right written into the holy scriptures.

There are four major social classes, distinguished by trade and entered only by birth. It is nearly impossible to rise from the class you were born into, although you can rise within a class and hope for better in the next life. Each class is referred to by its color:

- White for the spiritual elite (the Brahmanas).
- Red for the warriors, politicians, administrators, and kings (the Ksatriyas).
- Yellow for the merchants, peasants, and farmers (the Vaisys).
- Black for artisans, craftsmen, servants, and other menials (the Sudras).

In Kirti, where this campaign takes place, the lines dividing the social classes are not as firm as elsewhere, but they still exist. Choosing a social class will affect how your character is treated in different settings. It should be appropriate to the character's profession and history, but need not be restricted by them. For example a priest of the most powerful god Brahman would almost certainly be white, but a hedge priest to some agricultural of mercantile power could reasonable be yellow.

Women in medieval India had few rights outside the home. For example, only in extreme cases could a woman own property, and in some places women were considered property themselves. The customs of Kirti are not so oppressive. Since the usual reason for such customs is the supposed inability of women to defend themselves and their possessions, a strong willed women could break the rules and get by on her own. More realistically a female adventurer would have a male companion to "protect" her, even if she actually ran things from behind the scenes.

For more information on medieval Indian culture and religion, see the chapter in Legends & Lore on Indian Mythology.