

Basic Character Creation Procedure

- Ability Scores - Roll 3d6 in order: STR, INT, WIS, DEX, CON, CHR.
- STR:** Prime requisite (PR) for Fighters, Dwarves, Elves and Halflings. **INT:** PR for Elves and MUs **WIS:** PR for Clerics. **DEX:** PR for Halflings and Thieves.
- Pick a class – Cleric, Dwarf (min. CON 9), Elf (min. INT 9), Fighter, Halfling (min. DEX and CON 9), Magic-User (MU), or Thief
- Choose an equipment pack, roll starting gold and buy extra equipment if desired.
- Start with d8 hit points for Fighters or Dwarves, d6 for Elves, Clerics or Halflings, d4 for MUs or Thieves. Re-roll if you get a 1 or 2.

Ability Score Bonuses/Penalties

STR	3	4-5	6-8	9-12	13-15	16-17	18
Damage/Open Doors Adjustment	-3	-2	-1	-	+1	+2	+3
INT	3	4-5	6-8	9-12	13-15	16-17	18
Additional Languages Known	-	-	-	-	+1	+2	+3
WIS	3	4-5	6-8	9-12	13-15	16-17	18
Magic Save Adjustment	-3	-2	-1	-	+1	+2	+3
DEX	3	4-5	6-8	9-12	13-15	16-17	18
Missile Attack/Armor Class Adjustment	-3	-2	-1	-	+1	+2	+3
Initiative Adjustment	-2	-1	-1	-	+1	+2	+2
CON	3	4-5	6-8	9-12	13-15	16-17	18
Additional Hit Points per Hit Die	-3	-2	-1	-	+1	+2	+3
CHR	3	4-5	6-8	9-12	13-15	16-17	18
Reaction Adjustment	-2	-1	-1	-	+1	+1	+2
Maximum Retainers	1	2	3	4	5	6	7
Retainer Morale	4	5	6	7	8	9	10

Ability Adjustments: You can raise a prime requisite ability by 1 point by lowering STR, INT, or WIS by 2 points (you may not lower a PR ability, and Thieves can only lower INT and WIS).

Experience bonus: For Clerics, Dwarves, Fighters, MUs or Thieves, if your PR is 13-15 your bonus is +5%, at 16+ it is +10%. For Elves, if you have 13+ in both STR and INT, your bonus is +5%, if you have 13+ in STR and 16+ in INT, it is +10%. For Halflings, if your STR or DEX is 13+, your bonus is +5%, if both scores are 13+, it is +10%.

Classes

- At 1st level **Clerics** can turn away undead. Roll target number or higher on 2d6 to turn 2d6 hit dice worth of creatures: Skeleton – 7; Zombie – 9; Ghoul – 11.
- Dwarves** are expert miners and notice slanting passages, traps, shifting walls and new construction underground. They have infravision and can see in the dark up to 60' away. They can speak Dwarvish, Gnome, Kobold and Goblin.
- Elves** are more likely to notice secret and hidden doors and are not affected by ghoul paralysis. They have infravision and can see in the dark up to 60' away, and can speak Elvish, Orc, Hobgoblin and Gnoll.
- Halflings** add +1 to attack rolls with missile weapons and to their initiative rolls, and have a bonus of -2 on their AC when being attacked by large creatures. They are good at hiding, particularly outdoors.
- Starting **MUs** can choose one 1st level spell to memorize each day (*charm person, detect magic, floating disk, hold portal, light, magic missile, protection from evil, read languages, read*

magic, shield, sleep, or ventriloquism).

- At 1st level, **Thieves** have a chance of success with numerous skills. **Open Locks:** 15% **Find/Remove Traps:** 10% **Pick Pockets:** 20% **Move Silently:** 20% **Climb Sheer Surfaces:** 87% **Hide in Shadows:** 10% **Hear Noise:** 1-2 in 6 **Backstab:** +4 attack and x2 damage.
- Non-humans have a better chance to hear noise beyond a closed door.

Languages: All characters speak the common tongue of man and their alignment language. If your INT is 13 or more, you may choose or roll for additional languages (check with your Dungeon Master).

1	Bugbear	4	Dwarvish	7	Gnoll	10	Halfling	13	Kobold	16	Minotaur	19	Pixie
2	Doppleganger	5	Elvish	8	Gnome	11	Harpy	14	Lizard Man	17	Ogre	20	Human Dialect
3	Dragon	6	Gargoyles	9	Goblin	12	Hobgoblin	15	Medusa	18	Orc		

Alignment: You can choose to follow Law, Chaos or Neutrality.

Encumbrance

You can carry 1600 coins (cn) - no more. A large sack can carry 600cn, a backpack 400cn, and a small sack 200cn.

Armor Class

None: AC 9, **Leather:** AC 7, **Chain:** AC 5, **Plate:** AC 3. Subtract 1 from your AC if you have a shield. Subtract your dexterity modifier from your AC.

Saving Throws

Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
Cleric	11	12	14	16	15
Dwarf/Halfling	10	11	12	13	14
Elf	12	13	13	15	15
Fighter	12	13	14	15	16
Magic-User/Thief	13	14	13	16	15

Equipment Packs

Basic pack for all classes: Backpack, wineskin (full), tinderbox, 1 week iron rations, large sack, small sack, **belt pouch with 3d6gp**. Coin weight (including the basic pack) and movement rate is noted in parentheses after each class pack, below.

Fighter, Dwarf, Halfling pack #1: Plate mail, shield, sword, dagger (750cn, 60'mv).

Fighter, Dwarf, Halfling pack #2: Chain mail, spear, short bow, quiver with 20 arrows (520cn, 60'mv).

Cleric pack #1: Plate mail, shield, war hammer, sling & 20 stones, wooden holy symbol (710cn, 60'mv).

Cleric pack #2: Chain mail, mace, sling & 20 stones, wooden holy symbol, two vials holy water (510cn, 60'mv).

Magic-User pack: Spellbook, two daggers, scroll case (100cn, 120'mv).

Elf Pack: Chain mail, sword, dagger, spellbook, scroll case (550cn, 60'mv).

Thief Pack: Leather armor, short sword, short bow, quiver with 20 arrows, thieves' tools (340cn, 90'mv).

Additional Packs

Adventurer: Mule, saddle bags (4000cn capacity) **(35gp)**.

Dungeoneer pack #1: Lantern, five pints of oil **(20gp)**.

Dungeoneer pack #2: 50' rope, hammer & 12 iron spikes, 6 torches, large sack, 3 pints of oil **(13gp)**.

Dungeoneer pack #3: 6 torches, crowbar **(11gp)**.

Dungeoneer pack #4: 6 torches, 10' pole, large sack **(4gp)**.