

Basic Character Creation Procedure

- Ability Scores - Roll 3d6 in order: STR, DEX, CON, INT, WIS, CHA.
- STR:** Prime requisite (PR) for Fighters, Dwarves, Elves and Halflings. **DEX:** PR for Halflings and Thieves. **INT:** PR for Elves and MUs. **WIS:** PR for Clerics.
- 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
DEX	3	4-5	6-8	9-12	13-15	16-17	18
Missile Attack/Armor Class (AC) 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
Hit Point Modifier per Hit Die	-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
CHA	3	4-5	6-8	9-12	13-15	16-17	18
Reaction Adjustment	+2	+1	+1	-	-1	-1	-2
Retainers	1	2	3	4	5	6	7
Retainer Morale	4	5	6	7	8	9	10

Ability Adjustments: You can raise a PR ability by 1 point by lowering STR, INT or WIS by 2 points (no ability may be lowered below 9, and you may not lower a PR ability).

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 (HD) worth of creatures: 1 HD creature – 7; 2 HD creature – 9; 3 HD creature – 11. 1st level Clerics also know one spell. Choose from *cure light wounds*, *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and drink*, *remove fear*, or *resist cold*.
- Dwarves** are expert miners and notice sloped passages, traps, false walls and hidden construction underground. They have infravision and can see in the dark up to 60'. They can speak Dwarvish, Goblin, Gnome, Kobold.
- 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', and can speak Elvish, Gnoll, Hobgoblin and Orc.
- Halflings** add +1 to attack rolls with missile weapons and to their initiative rolls (initiative is modified only when alone or with other Halflings). They have a bonus of -2 on their AC when

- being attacked by large creatures and 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. **Pick Locks:** 17% **Find/Remove Traps:** 14% **Pick Pockets:** 23% **Move Silently:** 23% **Climb Walls:** 87% **Hide in Shadows:** 13% **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 speak additional languages (consult with your Labyrinth Lord).

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

Armor Type and Class: None: AC 9, **Leather/Padded:** AC 8, **Studded Leather:** AC 7, **Scale:** AC 6, **Chain:** AC 5, **Banded/Splint:** AC 4, **Plate:** AC 3. Subtract 1 from your AC if you have a shield. Subtract your dexterity modifier from your AC.

Saving Throws

Class	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-Like Devices
Cleric	16	11	14	12	15
Dwarf/Halfling	13	8	10	9	12
Elf	15	12	13	13	15
Fighter	15	12	14	13	16
Magic-User	16	13	13	13	14
Thief	16	14	13	15	14

Equipment Packs

Basic pack for all classes: Backpack, bedroll, wineskin (full), tinderbox, 1 week trail rations, large sack, small sack, **belt pouch with 3d6gp**. Weight (including the basic pack weight of 20lbs) and turn movement rate is noted in parentheses after each class pack, below.

Fighter, Dwarf, Halfling pack #1: Splint mail, shield, long sword, dagger (**80lbs, 60'mv**).

Fighter, Dwarf, Halfling pack #2: Chain mail, spear, short bow, quiver with 20 arrows (**61lbs, 60'mv**).

Cleric pack #1: Banded mail, shield, war hammer, sling & 20 stones, wooden holy symbol (**80lbs, 60'mv**).

Cleric pack #2: Chain mail, mace, sling & 20 stones, wooden holy symbol, two vials holy water (**65lbs, 60'mv**).

Magic-User pack: Spellbook, two daggers, scroll case (**25lbs, 120'mv**).

Elf Pack: Chain mail, long sword, dagger, spellbook, scroll case (**58lbs, 90'mv**).

Thief Pack: Leather armor, short sword, short bow, quiver with 20 arrows, thieves' tools (**43lbs, 90'mv**).

Additional Packs

Adventurer: Mule, saddle bags (4000cn capacity) (**30gp**).

Dungeoneer pack #1: Lantern, five pints of oil (**10gp, 8lbs**).

Dungeoneer pack #2: 50' rope, hammer & 12 iron spikes, 8 torches, large sack, 3 pints oil (**5gp, 28lbs**).

Dungeoneer pack #3: 8 torches, crowbar (**3gp, 13lbs**).

Dungeoneer pack #4: 8 torches, 10' pole, large sack (**2gp, 16lbs**).