

Basic Character Creation Procedure

- Pick race and class. **Dwarves** – Cleric, Fighter or Thief; **Elves** – Fighter, Magic-User (MU), or F/MU multiclass; **Halfings** – Fighter or Thief; **Humans** – any single class.
- Roll 3d6 six times and arrange to suit for the abilities STR, INT, WIS, DEX, CON, CHA.
- Choose an equipment pack for your class and roll 3d6 starting gold, buy extra equipment packs if desired.
- Start with 6 hit points. Add 1 if you are a Fighter and 1 if your CON is 15 or higher. Subtract 1 if your CON is 6 or less.
- Note your experience bonus. If your prime requisite (PR – STR for Fighters, INT for MUs, WIS for Clerics, and DEX for Thieves) is 15 or higher your bonus is +5%, add another 5% if your CHA is 15 or more, and another 5% for a WIS of 15 or more.

Attribute Bonuses/Penalties: 15 or higher = +1 or +600 coins, 6 or lower = -1 or -600 coins

STR: Fighters get a bonus to damage rolls (for melee and hand-hurled weapons). All classes get a penalty to damage rolls, adjustment to open door rolls, and coin (cn) carry weight.

INT: Targets get a penalty to their save versus spells cast by MUs.

WIS: Targets get a penalty to their save versus spells cast by Clerics.

DEX: All classes get the adjustment to missile attack rolls.

CON: All classes get the adjustment to hit points per hit die.

CHA: Note your maximum hirelings and loyalty adjustment.

CHA	3-4	5-6	7-8	9-12	13-15	16-17	18
Hirelings	1	2	3	4	5	6	7
Loyalty Adj.	-2	-2	-1	0	+1	+2	+2

Class Abilities

- At 1st level **Clerics** can turn away undead – target number or higher on 3d6: Skeleton=10, Zombie=13, Ghoul=15 Wight=17. They save at +2 vs. poison and paralysis.
- **Fighters** save at +2 vs. death and poison, and get one attack per level against foes of 1 hit die or less. 1st level Fighters also have a +1 base hit bonus (rather than +0).
- Starting **MUs** get a book of all first level spells. Choose one 1st level spell to memorize (*charm person, detect magic, hold portal, light, protection from chaos, read languages, or sleep*). *Read magic* is automatically memorized as an extra spell each day. MUs save at +2 vs. spells, staves and wands.
- **Thieves** who can sneak into position can backstab with +2 to-hit and 2 damage rolls. 1st level thieves can perform thief skills on a 1-2 in 6 and save at +2 vs. trap effects.

Racial Abilities

- **Dwarves** get +4 on saves vs. magic, take half damage from giant creatures, and are good at spotting traps, slanting passages, and construction while underground. They can speak Gnome, Goblin, Orc, and Kobold.
- **Elves** are good at spotting hidden and concealed doors, get +1 to-hit and damage against goblins, orcs, intelligent undead, and lycanthropes, and are immune to ghoul paralysis. They can speak Gnoll, Goblin, Orc, and Hobgoblin.
- **Halfings** take half damage from giant creatures, get +2 to-hit with missile weapons, and can move silently and hide when not in metal armor. They save at +4 vs. Magic and can speak Elvish.

Alignment - You can choose to follow law, chaos or neutrality, except that Clerics cannot be neutral.

Saving Throw – 14 for Fighters or Thieves, 15 for Clerics or MUs.

Armor Class – 10 (No armor), 12 (leather armor), 14 (chain), 16 (plate). Add 1 if you have a shield.

Spoken Languages - If your PC is human, roll 1d100 for each point of INT over 10.

1-10	Dwarf	31-40	Hobgoblin	61-70	Goblin	86-90	Bugbear	93	Wyvern	96	Treant	99	Nymph
11-20	Elf	41-50	Gnoll	71-80	Orc	91	Troll	94	Dragon	97	Dark Elf	100	Sidhe
21-30	Gnome	51-60	Kobold	81-85	Ogre	92	Centaur	95	Giant	98	Dryad		

Encumbrance and Movement Rate

A large sack can carry 1200 coins, a backpack 600 coins, and a small sack 400 coins. **You can carry a "normal" amount of armor, weapons and gear, plus 1200 coins (+/- STR bonus/penalty)- no more.**

Movement rate is determined as follows, based on your type of armor:

None/Leather: 12", **Chain:** 9", **Plate:** 6" (Subtract 3" at max coin weight).

Equipment Packs

Basic pack for all classes: Backpack, bedroll, full wineskin, traveling cloak, flint and steel, five days trail rations, large sack, **belt pouch with 3d6 gold.**

Fighter pack #1: Plate mail, helmet, shield, long sword, dagger.

Fighter pack #2: Chain mail, helmet, spear, short bow, quiver with 20 arrows.

Cleric pack #1: Plate mail, helmet, shield, morning star, sling & 20 stones, wooden holy symbol.

Cleric pack #2: Chain mail, helmet, mace, sling & 20 stones, wooden holy symbol, one vial holy water.

Magic-User pack #1: Spellbook, two daggers, 100 gp.

Magic-User pack #2: Spellbook, staff, scroll of one 1st-level spell (ask ref), scroll case.

Thief pack #1: Leather armor, thieves' tools, short sword, light crossbow, case & 30 bolts.

Thief pack #2: Leather armor, thieves' tools, long sword, dagger, sling & 20 stones.

Additional Packs

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

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

Dungeoneer pack #2: 50' hemp rope, hammer & 12 iron spikes, six torches, large sack, two pints oil **(11 gp).**

Dungeoneer pack #3: Six torches, crowbar, large sack **(8 gp).**

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

Miscellaneous

- Bind wounds – heals 1d3 hp after any combat but can never restore full hit points.
- At 0hp or less - make a save, adding CON bonus and +1 for Fighters. If you fail you are dead, otherwise you live with 1hp but no there is no second chance and no binding of wounds.