

- Steps to creating a character:**
1. Roll for ability scores
 2. Choose a character class
 3. Adjust ability scores
 4. Roll for hit points
 5. Roll for money
 6. Buy equipment
 7. Determine other numbers and rolls
 8. Note adjustments for ability scores
 9. Choose character alignment
 10. Select name, personality, and background
 11. Determine character height and weight
 12. Earn experience

Roll for Ability Scores

Roll 3d6 for each ability:

Strength
Intelligence
Wisdom
Dexterity
Constitution
Charisma

Character Class and Hit Dice Table

Character Class	Dice for Hit Points
Cleric	1d6
Fighter	1d8
Magc-user	1d4
Thief	1d4
Dwarf	1d8
Elf	1d6
Halfling	1d6
Druid	*
Mystic	1d6

* Does not apply.

Roll for Money

Roll 3d6 and multiply by 10 to find your character's starting gold pieces.

AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Attack Roll:	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

Abilities and Adjustments Table

Ability	Adjustments To:
Strength	Attack Rolls (Melee Weapons and Unarmed Combat), Damage Rolls (Melee and Thrown Weapons), Opening Doors
Intelligence	Languages, General Skills (Optional)
Wisdom	Saving Throws vs. Spells
Dexterity	Attack Rolls (Thrown and Missile Weapons), Armor Class
Constitution	Hit Points per Experience Level
Charisma	Reactions from NPCs

Intelligence and Languages Table

Intelligence Score	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages(usuallytwo)
13-15	Reads and writes native languages, +1 additional language
16-17	Reads and writes native languages, +2 additional languages
18	Reads and writes native languages, +3 additional languages

Experience Bonuses and Penalties Table

Character Class	Prime Requisite and Experience Bonus
Cleric	Wis 3-5: -20% Wis 6-8: -10% Wis 13-15: +5% Wis 16-18: +10%
Fighter	Str 3-5: -20% Str 6-8: -10% Str 13-15: +5% Str 16-18: +10%
Magc-User	Int 3-5: -20% Int 6-8: -10% Int 13-15: +5% Int 16-18: +10%
Thief	Dex 3-5: -20% Dex 6-8: -10% Dex 13-15: +5% Dex 16-18: +10%
Dwarf	Str 3-5: -20% Str 6-8: -10% Str 13-15: +5% Str 16-18: +10%
Elf	Str 13-18 and Int 13-15: +5% Str 13-18 or Dex 13-18: +5%
Halfling	Str 13-18 and Dex 13-18: +10%
Druid	Wis 3-5: -20% Wis 6-8: -10% Wis 13-15: +5% Wis 16-18: +10%
Mystic	Str 3-5: -10% Str 6-8: -5% Str 13-15: +5% Str 16-18: +10%

Character Classes and Ability Requirements Table

Character Class	Prime Requisite(s)	Other Requirements
Cleric	Wisdom	None
Fighter	Strength	None
Magc-User	Intelligence	None
Thief	Dexterity	None
Dwarf	Strength	Constitution 9
Elf	Strength, Intelligence	Constitution 9
Halfling	Strength, Dexterity	Dexterity 9, Constitution 9
Druid	Wisdom	Neutral alignment, obtain 9th level as a cleric
Mystic	Strength, Dexterity	Wisdom 13, Dexterity 13

You can trade two points from an ability score you don't want to raise your prime requisite by one point. You can perform this trade as many times as you want, so long as you do not lower any ability below a score of 9. You cannot lower your Dexterity, Constitution, or Charisma. You can only raise your character's prime requisite score.

Armor Type and Armor Class Table

Armor Type	Armor Class
No armor	9
Leather armor	7
Scale armor	6
Chain mail	5
Banded armor	4
Plate mail	3
Suit armor	0
Shield	Subtract 1*

* If using a shield, subtract 1 from the AC number. Example: chain mail alone is AC 5, but with a shield it is AC 4.

Bonuses and Penalties for Ability Scores

Ability Score	Adjustment
2-3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

Charisma Adjustment Table

Charisma Score	Reaction Adj.	Max. No. Retainers	Retainer Morale
3	-1	1	4
4-5	-2	2	5
6-8	-1	3	6
9-12	No adj.	4	7
13-15	+1	5	8
16-17	+2	6	9
18	+3	7	10

Character Height and Weight Table

Human Characters		
	Male	Female
Height	Weight (en)	Weight (en)
4'10"	1,100	1,050
5'0"	1,200	1,100
5'2"	1,300	1,200
5'4"	1,400	1,250
5'6"	1,500	1,300
5'8"	1,550	1,400
5'10"	1,650	1,500
6'0"	1,750	1,550
6'2"	1,850	1,650
6'4"	2,000	1,750
Dwarf Characters		
	Male	Female
Height	Weight (en)	Weight (en)
3'8"	1,300	1,250
3'10"	1,400	1,350
4'0"	1,500	1,450
4'2"	1,550	1,500
4'4"	1,650	1,600
Elf Characters		
	Male	Female
Height	Weight (en)	Weight (en)
4'8"	900	750
5'0"	1,000	800
5'2"	1,100	900
5'4"	1,200	1,000
5'6"	1,300	1,100
5'8"	1,400	1,200

Character Movement Rates and Encumbrance Table

Enc (en)	Normal Speed (feet per turn)	Encounter Speed (feet per round)	Running Speed (feet per round)
0-400	120	40	120
401-800	90	30	90
801-1,200	60	20	60
1,201-1,600	30	10	30
1,601-2,400	15	5	15
2,401 +	0	0	0