

Basic Character Creation Procedure

- Ability scores: Roll 3d6 in order: STR, DEX, CON, INT, WIS, CHA. Ask your ref. about point swaps for purposes of earned experience bonuses.
- Pick a race and class. **Dwarves** – Fighter. **Elves** – Fighter/MU multiclass. **Halfings** – Fighter. **Humans** – Cleric, Fighter or MU.
- Choose an equipment pack, roll starting gold and buy extra equipment if desired.
- Start with d8 hit points if you are a Fighter, d6 otherwise. Re-roll if you get a 1 or 2. Add 1 if you are a Fighter, and 1 if your CON is 13 or higher. Subtract 1 if your CON is 6 or less, but don't go below 3. Elven Fighter/MUs roll for each class and take the better roll.

Ability Score Bonuses/Penalties

STR: Prime requisite for Fighters.

STR	3-6	7-14	15-18
Damage*/Open Doors	-1	-	+1
Coin Weight	-600cn	-	+600cn

*Only Fighters get the damage bonus, for melee or hand-hurled weapons, but all classes get the penalty.

DEX: All classes get +1 to ranged attack and initiative rolls with a DEX of 13+, and a penalty of -1 with a DEX of 8 or less.

CON: Record your transformative shock survival percentage.

CON	3	4	5	6	7	8	9	10	11	12	13
Survive Shock	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	99%

INT: Prime requisite for MUs. If you are human roll for one extra language for each point of INT over 10.

WIS: Prime requisite for Clerics.

CHA: Record your CHA modifiers.

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	12
Retainer Morale	4	5	6	7	8	9	10

Record your experience bonus. If your prime requisite is 13-14 it is +5%, 15 or more is +10%. Elves record their bonus for each class.

Classes

- At 1st level **Clerics** can turn away undead. Roll target number or higher on 2d6 to turn 2d6 HD worth of creatures: 1HD – 7; 2HD – 9; 3HD – 11.
- Fighters** who kill an opponent in melee can attack one adjacent foe in the same combat turn.
- Starting **MUs** get a book of three 1st level spells (read magic and two others) and one 2nd level spell. Choose one 1st level spell to memorize (*charm person*, *detect magic*, *floating disc*, *hold portal*, *light*, *magic missile*, *protection from evil*, *read languages*, *shield*, *sleep*, or *ventriloquism*). From day to day you can re-memorize the same spell without your book of spells. *Read magic* is automatically memorized as an extra spell each day. MUs can pen spell scrolls of any spell they know for 100gp and 1 week, both per spell level.

Races

- Dwarves** note sloped passages, traps, false walls and hidden construction underground. They can see up to 60' away in the dark, and add 4 levels when making saving throws vs. magic (a +2 bonus at 1st level). They can speak Dwarvish, Goblin, Gnome, and Kobold.
- Elves** are more likely to note secret and hidden doors and are not affected by ghoul paralysis.

Elves can see up to 60' away in the dark, and can speak Elvish, Gnoll, Hobgoblin and Orc. The Elf F/MU can cast spells in magic armor or Elvish chain.

- Halfings** add +1 to attack rolls with missile weapons and can hide and move quietly when not in metal armor. They gain -2 to their armor class when fighting creatures larger than human-sized, and they add 4 levels when making saving throws vs. magic (a +2 bonus at 1st level).
- Non-humans have a better chance to hear noise beyond a closed door.

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

Languages - All PCs speak the common tongue of man (and some monsters do as well), as well as their alignment tongue. If your PC is human, roll a d100 for each point of INT over 10.

1-10	Dwarf	41-50	Goblin	81-83	Giant	92-93	Sprite (Pixie/Nixie/Dryad)	97	Roc
11-20	Elf	51-60	Hobgoblin	84-86	Dragon	94	Centaur	98	Manicore
21-30	Gnome	61-70	Gnoll	87-89	Troll	95	Unicorn	99	Merfolk
31-40	Orc	71-80	Kobold	90-91	Treant	96	Wyvern	100	Griffon

Encumbrance

You can carry a "normal" amount of armor, weapons and gear, plus 1200 coins (+/- STR bonus/penalty) - no more. A large sack can carry 1200cn, a backpack 600cn, a small sack 400cn, and a belt pouch 100cn.

Armor Class

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

Saving Throws * Dwarf and Halfling Fighters subtract 2 for saves vs. magic of any kind

Class	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
Cleric	16	11	14	12	15
Fighter*	15	12	14	13	16
Magic-User	16	13	13	13	14

Equipment Packs

Basic pack for all classes: Backpack, bedroll, wineskin, traveling cloak, flint and steel, five days trail rations, large sack, belt pouch with 3d6 gold. Note your movement rate (mv) for your chosen pack.

- Cleric pack #1:** Plate mail, shield, mace (or flail), sling & 10 bullets, wooden holy symbol (60' mv).
- Cleric pack #2:** Chain mail, heavy flail, sling & 10 bullets, wooden holy symbol, one flask holy water (90' mv).
- Fighter pack #1:** Plate mail, helmet, shield, long sword, dagger (60' mv).
- Fighter pack #2:** Chain mail, helmet, spear, short bow, quiver with 20 arrows (90' mv).
- Magic-User pack #1:** Spellbook, two daggers, scroll case, 100gp (120' mv).
- Magic-User pack #2:** Spellbook, dagger, scroll of one 1st-level spell, scroll case (120' mv).

Additional Packs

- Adventurer:** Mule, saddle bags (4000cn capacity) (30gp).
- Dungeoneer pack #1:** Lantern, five flasks of oil (11gp).
- Dungeoneer pack #2:** 50' hemp rope, hammer & 12 iron spikes, eight torches, large sack, 4 flasks of oil (4gp).
- Dungeoneer pack #3:** Eight torches, crowbar, large sack (3gp).
- Dungeoneer pack #4:** Eight torches, 10' pole, large sack (1gp).