

### Basic Character Creation Procedure

- Ability scores: Roll 3d6 in order: STR, INT, WIS, CON, DEX, CHA. Ask your ref. about point swaps for purposes of earned experience bonuses.
- Pick a race and class. **Dwarves** – Fighter. **Elves** – Fighter, Magic-User (MU) or Fighter/MU multiclass. **Halflings** – Fighter. **Humans** – Cleric, Fighter or MU.
- Choose an equipment pack, roll starting gold and buy extra equipment if desired.
- Start with d6 hit points, re-roll if you get a 1 or 2. 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, 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
Attack/Damage*/Open Doors	-1	-	+1
Coin Weight	-600cn	-	+600cn

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

**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. Add +1 to saves against spells if you have a WIS of 15+, -1 with 6 or less.

**CON:** Record your adversity survival percentage.

CON	6 or less	7	8	9	10	11	12	13+
Survive Adversity	0%	40%	50%	60%	70%	80%	90%	100%

**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.

**CHA:** Record your maximum hirelings and loyalty bonus.

CHA	3-4	5-6	7-9	10-12	13-15	16-17	18
Max Hirelings	1	2	3	4	5	6	12
Loyalty Base	-2	-1	-	-	+1	+2	+4

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 if they choose to be the Fighter/MU multiclass.

### Classes

- At 1<sup>st</sup> level **Clerics** can turn away undead. Roll target number or higher on 2d6 to turn 2d6 creatures: Skeleton – 7; Zombie – 9; Ghoul – 11.
- Two-handed weapons wielded by **Fighters** do 1d6+1 damage but preclude the use of a shield.
- Fighters** who kill an opponent in melee can attack one adjacent foe in the same combat turn.
- Starting **MUs** get a book of three first level spells (read magic and two others). Choose one 1<sup>st</sup> level spell to memorize each day (*detect magic, hold portal, read languages, protection from evil, light, charm person, sleep, shield, magic missile, or ventriloquism*). From day to day you can re-memorize the same spell without your book of spells, but you will need the book to memorize a new spell. *Read magic* is automatically memorized as an extra spell each day.

### Races

- Dwarves** note slanting passages, traps, shifting walls and new construction underground. They take half damage when struck by giant creatures. They can see up to 60' away in the dark, and add 4 levels when making saving throws (a +2 bonus at 1<sup>st</sup> level). They can speak Dwarvish, Gnome, Kobold and Goblin.
- Elves** are more likely to note secret and hidden doors and are not affected by ghoul paralysis.

They get +1 to attack rolls with magic weapons. Elves can see up to 60' away in the dark, and can speak Elvish, Orc, Hobgoblin and Gnoll. The Elf F/MU can cast spells in magic armor.

- Halflings** add +2 to attack rolls with missile weapons and can hide and move quietly when not in metal armor. They take half damage when struck by giant creatures. They add 4 levels when making saving throws (a +2 bonus at 1<sup>st</sup> level). Halflings can speak Elvish.
- 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 races speak the common tongue of man (and some monsters do as well). Clerics also speak their alignment tongue. If your PC is human, roll a d100 for each point of INT over 10.

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

**None or Leather:** 12"MV (AC 9 or 7, respectively), **Chain:** 9"MV (AC 5), **Plate:** 6"MV (AC 3). Subtract 1 from your AC if you have a shield. Subtract 3" from movement at max coin weight.

### Saving Throws

Class	Death Ray or Poison	All Wands	Stone	Dragon Breath	Staves & Spells
Cleric	11	12	14	16	15
Fighter*	12	13	14	15	16
Magic-User	13	14	13	16	15

\* Dwarves and Halflings subtract 2 for each save category.

### Equipment Packs

**Basic pack for all classes:** Backpack, wineskin (full), traveling cloak, flint and steel, 1 week iron rations, large sack, **belt pouch with 3d6 gp.**

**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, two vials holy water.

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

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

**Magic-User pack #1:** Book of 1st-level spells, dagger, scroll case, 100gp.

**Magic-User pack #2:** Book of 1st-level spells, dagger, scroll of one 1st-level spell (ask ref.), scroll case.

### Additional Packs

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

**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 (11gp).

**Dungeoneer pack #3:** 6 torches, prybar, large sack (8gp).

**Dungeoneer pack #4:** 6 torches, 10' pole, large sack (5gp).