

# Chapter 1: Making a Character

In order to play, each player (not counting the dungeon master) will need a character. Creating a character involves a few steps:

- i: Generate Ability Scores
- ii: Choose A Class
- iii: Adjust Ability Scores
- iv: Buy Equipment
- v: Generate Derived Scores
- vi: Finishing Touches

## What are Ability Scores?

Each character has six scores that represent his essential talent in various fields. These Ability Scores will determine what activities your character is naturally good at. A high Score is good, while a low Score is bad.

After rolling your Ability Scores you will need to choose a Class which represents a profession your character will follow. Each Class has at least one Ability Score that it its Prime Requisite, which represents the primary type of talent needed to pursue that profession. When choosing a class for your character, you should probably choose a class that uses for its Prime Requisite a Score or Scores that you rolled well in. You can never choose a class if your Prime Requisite in that class is less than 6.

**Strength** represents the muscle mass and physical power of your character. It helps you in combat and is a Prime Requisite for Fighters, Dwarves, Halflings, and Elves.

**Intelligence** represents your character's ability to think quickly and the quality of his memory. Magicians and Elves need a high Intelligence because they depend on their ability to memorize magic spells.

**Wisdom** represents your character's insight into human nature and the consequences of people's actions. Wisdom is the Prime Requisite for Clerics.

**Dexterity** represents your character's hand-to-eye coordination and agility. It is useful in combat, and is a Prime Requisite for Thieves and Halflings.

**Constitution** represents your character's overall health and stamina. A high Constitution is useful in combat as it increases the amount of physical punishment a character can take as well as his resistance to fatigue, disease, and poison. Constitution is a Prime Requisite for Dwarves.

**Charisma** represents your character's persuasiveness, magnetism, and force of personality. It is useful for leading people and convincing other people of things.

## Generating Ability Scores

There are a number of methods for generating ability scores. The standard method is to roll 3d6 six times, recording them in order, and using the results to represent the six Ability Scores.

However, this method sometimes generates characters which are "unplayable." If a character has more than one score below 9, no scores above 14, or if the character cannot be given a Prime Requisite (see Ability Score Adjustments, below) of at least 16, the

character may be discarded as unplayable, and a new set of six Ability Scores may be generated.

If the DM approves, characters may be generated by rolling 4d6 and ignoring the lowest die, rather than using 3d6. Note that parties with such characters will on average be considerably more powerful than characters generated using the 3d6 method.

Choosing a Class

Once you have generated your ability scores, it is time to choose a class. Your class will determine the kinds of things your character is able to do and what your character is good at. Which class you choose should be influenced by the value of your Ability Scores. Each class has one or more Prime Requisites, and in order for your character to be effective he or she needs to have good prime requisites.

In this introductory section seven classes are presented here. For more variety, see MORE ABOUT CLASSES.

TABLE 1.0: PRIME REQUISITES BY CLASS				
Human Class	Prime Requisite	Demi-Human Class	Prime Requisites	
Cleric	Wisdom	Dwarf	Strength <i>and</i> Constitution	
Fighter	Strength	Elf	Intelligence <i>and</i> Dexterity	
Magician	Intelligence	Halfling	Dexterity <i>and</i> Strength	
Thief	Dexterity	Half-Elf	Wisdom <i>and</i> Dexterity	

Ability Score Adjustments

Once you have chosen a class you may (but are not required to) swap your highest Ability Score with the Score for one of your Prime Requisite Scores.

You may then also improve your Prime Requisite Scores by decreasing other Ability Scores. Strength, Intelligence, and Wisdom may all be reduced as long as they are not your Prime Requisite, and as long as they are not reduced below a Score of 9. Dexterity, Constitution, and Charisma may not be reduced unless it is specifically allowed by your Class. For each two points a single Ability Score is reduced, you may increase one of your Prime Requisite scores by one point, to a maximum of 16.

Which Abilities you could adjust might influence what Class you choose. You should look at not only what your scores are but also what they could be after making adjustments.

Ability Bonuses

Your character's Ability Scores have an effect on many common situations; having high Ability Scores is helpful, while having low Ability Scores hinders your character. What type of situations the ability affects depends on the Ability; each Ability affects different things than the others.

However, the amount of bonus granted by an Ability Score depends only on the score itself. If an Ability Score is 13, it grants an Ability Bonus of +1, regardless of what the Ability is. Note that when the full name of an Ability is used (such as "Intelligence") this refers to the Ability Score. However, whenever a short form using the first three letters of the ability in block capitals (such as "INT") is used, this always refers to the Ability Bonus for that ability,

not the Ability Score.

Having a high Ability Score for your Prime Requisite also grants a separate bonus. The Prime Requisite Bonus (or PRB) grants a bonus towards earned experience points. Whenever you gain experience points the amount you gain is modified by your PRB.

Some Classes have more than one Prime Requisite. In such a case, you use the average Score of the two Prime Requisite Scores, rounded down.

Use the table 1.1 below to calculate Ability Score and Prime Requisite bonuses.

**TABLE 1.1: ABILITY & PRIME REQUISITE BONUSES**

Ability Score	Bonus	Prime Requisite	Bonus
1-2	- 4	5 or less	n/a
3-4	- 3	6-7	-50%
5-6	- 2	8-9	-20%
7-8	- 1	10-11	-10%
9-12	+0	12-13	+0%
13-14	+1	14-15	+5%
15-16	+2	16-17	+10%
17-18	+3	18-19	+15%

While an Ability Score cannot begin the game with a value of more than 18, it is possible for Ability Scores to increase during play. Ability Scores above 18 are called "Heroic" Scores. Heroic Ability Scores follow the same rules as other scores: every two points above 17 raises the Ability Score Bonus by +1, and every two points above 18 raises the Prime Requisite Bonus by +5%.

### Ability Score Bonuses

The different Ability Score Bonuses have the following effects:

**STR** affects your character's chance to hit enemies and how much damage your attacks do. How much depends on the type of weapon you are using (see BATTLE for more details). STR also adds its bonus to your Force Saving Throws (see below).

**INT** grants its bonus to your character's Initiative rolls, and also increases the number of languages your character knows by the value of the bonus. Note that knowing how to read and write is considered a language (called "literacy") which must be learned separately. A negative INT bonus does not reduce the number of languages you know but does limit your ability to communicate in the languages you do know. INT also increases the number of spells per day a Magic-User or Elf can cast and affects your Alertness Saving Throw.

**WIS** grants its bonus to your character's Charm Saving Throw. If you are a Cleric, WIS grants a bonus to the spells per day that you know and your ability to turn undead. It also grants a bonus to any saving throw that resists a magical effect generated by a creature whose alignment is different from yours. If the Saving Throw is a Charm Saving Throw, this bonus does add to the bonus you already get from WIS normally.

**DEX** grants its bonus to your character's Armor Class, and can also grant a bonus to your chance to hit with weapons in combat, depending on the weapon (see BATTLE for more details). DEX also affects your Dodge Saving Throw.

**CON** grants its bonus to each die you roll for hit points. Note that it does not grant any bonus to the fixed Hit Point amounts that you gain at tenth level and above; CON only adds its value to actual Hit Point die rolls. CON also affects your Health Saving Throws.

**CHA** grants its bonus to the reaction of non-player characters and monsters when you try to talk to them. Your CHA +4 is the maximum number of retainers you may have at any one time, and your CHA +7 is the morale rating of any retainers you have. CHA also affects your Will Saving Throws.

## Classes

Now that you have generated ability scores it is time to choose a class. Below is an entry about each different class and their abilities.

Class Entries contain a variety of useful information about each class. First the entry will have a description of the class. The entry will then list any restrictions the class has, and the special abilities granted by the class. Finally, a summary of the statistical points of the class are given, including which ability score is the Prime Requisite, what type of die is used for Hit Dice, what Save Bonuses are granted by the class, what progressions the class has for saves and attacks, and what types of equipment are allowed by the class.

**Clerics** are humans who have dedicated their lives to serving divine powers. They train in arms and armor (though their faith prohibits them from using sharpened weapons) and they are also capable of calling on the divine powers they serve to perform miracles. These miraculous powers are commonly used to heal the sick or the injured, or to protect good creatures against evil ones.

**RESTRICTIONS:** Clerics use a d6 to determine their hit dice; after 9th level they gain 1 additional hit point per level. They may use any type of armor and shield, but may only use blunt weapons. A Cleric must uphold the tenets of his faith and may lose some or all of his divine abilities if he fails to live up to the standards of his religion. Wisdom is the prime requisite for Clerics.

**SPECIAL ABILITIES:** Clerics gain the use of spells. They must choose a type of spellcasting, either priestly or prophetic (see magic for details). Once chosen this type does not change. They do not need to make this choice until they actually can cast spells. Clerics get the Life specialization, meaning they always can cast a spell as a **cure** spell, even if they have prepared a different spell.

Clerics have the ability to detect "evil"; specifically undead creatures, necromantic magic, and otherworldly evil. He can also detect "good" with this ability, i.e. life-giving magic and divine forces. He can do this at will with a 1 in 6 chance of success. This chance increases by 1 in 6 for every three levels beyond first the Cleric attains, to a maximum of a 5 in 6 chance at 13th level. The cleric gets to add his WIS to his total level when calculating his chance to detect evil. Normally a detection roll of 6 is always a failure, but the table goes above 6 because sometimes there are penalties to making these rolls.

Clerics also have the ability to heal others by 'Laying On Hands.' Laying On Hands heals 1d4 points of damage. A Cleric can do this once per day at 1st level, and one additional time per day for every three levels he has attained beyond 1st. Once a Cleric reaches seventh level once per day he may use a use of his Lay On Hands ability to cure disease instead.

Clerics can attempt to Turn Undead at will. How effective this is depends on the Cleric's level. When the cleric attempts to Turn Undead, roll 2d6 and add the cleric's WIS. A roll of 8 or 9 allows the Cleric to turn undead creatures with one less hit die than the cleric's level. A roll of 10 or 11 allows the Cleric to turn undead creatures with the same number of hit dice as the cleric's level. A roll of 12 or higher allows the Cleric to turn undead creatures with

one more hit die than the cleric's level. Undead creatures with two or more hit dice greater than the Cleric's level are never affected, while undead creatures with two hit dice less than the cleric's level are automatically turned. Undead creatures with four hit dice less than the cleric's level are destroyed instead. Note that unintelligent undead, such as skeletons and zombies, count as having one less hit die than they actually have for the purposes of this roll (so a 1 hit die skeleton counts as a zero hit dice creature!).

Once it has been determined if the attempt is successful, the Cleric must roll another 2d6, again adding the Cleric's WIS. This is the number of hit dice of undead creatures that are affected. The weakest undead creatures are affected first. If the number of affected hit dice does not evenly divide between existing creatures, round fractions up.

Clerics gain the Holy Tongue of their faith and Literacy as bonus languages.

Prime Requisite:	Wisdom
Hit Dice:	D6
Save Bonuses:	F+3, A+3, C+3, D+3, H+7, W+5
Base Progression:	1/2 (+1 per 2 levels)
Armour Allowed:	Any
Weapons Allowed:	Blunt weapons only

TABLE 1.2: CLERIC PROGRESSION BY LEVEL											
Level	XP	Hit Dice	Lay on Hands	Detect Evil	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1	750	1d6	1/day	1 in 6	-	-	-	-	-	-	-
2	1,500	2d6	1/day	1 in 6	1	-	-	-	-	-	-
3	3,000	3d6	1/day	1 in 6	2	-	-	-	-	-	-
4	6,000	4d6	2/day	2 in 6	2	1	-	-	-	-	-
5	12,000	5d6	2/day	2 in 6	2	2	-	-	-	-	-
6	24,000	6d6	2/day	2 in 6	2	2	1	-	-	-	-

**Fighters** are humans who train themselves in the use of arms and armor; they are masters of the battlefield.

**RESTRICTIONS:** Fighters use a d8 to determine hit points; after 9th level they gain 2 additional hit points per level. They may use any type of weapon, armor, or shield. Strength is the Prime Requisite for Fighters.

**SPECIAL ABILITIES:** Fighters normally have no special abilities and are familiar with all types of weapons. However, a fighter character at first level can be generated knowing how to use only a limited selection of weapons, but having specialized in one weapon type. Being specialized in a weapon grants bonuses to the user when using that weapon. A first-level fighter can choose to be specialized in a single weapon type, but if so his training only extends to six different weapon types, and he is unfamiliar with all others. Note that shields count as a weapon type for these purposes.

Most fighters are soldiers of one kind or another. As a result of their training they are able to:

- Maintain and make minor repairs to weapons and armor
- Perform first aid on wounded characters after a battle
- Know basic military codes such as flag- and horn-codes
- Understand the organization of military forces and installations

Prime Requisite: Strength  
 Hit Dice: D8  
 Save Bonuses: F+4, A+3, C+3, D+5, H+6, W+5  
 Base Progression: 2/3 (+2 per 3 levels)  
 Armour Allowed: Any  
 Weapons Allowed: Any

**TABLE 1.3: FIGHTER PROGRESSION BY LEVEL**

Level	XP	Hit Dice
1	1,000	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8

**Magicians** are humans who have dedicated their lives to the study of arcane magic. They can produce dramatic magical effects, but their study leaves little time for training in combat, and they are often frail and weak.

**RESTRICTIONS:** Magicians use four-sided dice (d4) to determine their hit points. They may not wear any armour and may not use shields. For weapons they may only use daggers, clubs, and staves. Intelligence is the Prime Requisite for a Magician. Magicians may reduce Constitution during Ability Score Adjustments.

**SPECIAL ABILITIES:** Magicians' primary ability is their ability to cast spells. A Magician character must choose a type of magic for himself, either wizardry or sorcery (see spells for details). Magicians gain a "Spell Defense" bonus to saving throws equal to their INT against spells as long as they are aware of the spellcaster.

Magicians also learn to sense and analyze magical energies. Magicians have a 1 in 6 chance to detect magic, read magical writings, or identify magic items. This chance increases by 1 in 6 for every three levels beyond first the magician gains, to a maximum of a 5 in 6 chance at 13th level. However, a magician gets to add his INT to his level to determine his chance to detect magic.

A Magician also has the ability to cast a minor spell called a Cantrip. A Cantrip produces some minor magical effect and takes one round to cast. Casting a Cantrip requires the magician ether make a gesture or utter a magic word (his choice). A Cantrip does not require a spell per day slot to be used but does require a success roll. The roll needed to cast a cantrip is equal to the caster's INT or less on 1d6 (minimum of 1 in 6). For every three levels beyond first the caster has this chance increases by 1 in 6; if the chance is better than 5 in 6 the attempt automatically succeeds. Alternately the caster may use one of his spells per day slots in which case the attempt automatically succeeds.

Unlike other spells, a Cantrip can have one of a variety of effects:

- Create a magical light as bright as a candle - this light can be attached to an object or caused to float in the air a specific distance from the caster. The light lasts as long as the caster is conscious, unless dismissed by the caster or until he creates another such light.
- Open or close an unlocked door or container within 30 feet which is no larger than man-sized.
- Light a candle, torch, lantern, flammable oil, or dry tinder within 30 feet.
- Create a puff of smoke within 30 feet large enough to obscure a person which disperses in one round.
- Move an object within 30 feet telekinetically which weighs no more than 1 tenth of a pound for every two levels the caster has (round up) at a rate of no more than 5 feet per round.
- Clean an object no larger than man-sized or cause such an object to become dirty.
- Create a ray of magical energy that does damage of 1 to the caster's level (i.e. if the caster is 3rd level the ray does 1-3 points of damage). The ray has a range of 60 feet.
- Cause a small item (small enough to fit in the caster's hand) to become invisible for one round.
- Create eerie or ominous sounds emanating from a point within 30 feet, such as the creaking of a door, the whistling of wind, footsteps, whispering, etc. While sounds like voices may be created, they will not be intelligible to listeners.
- Cause a slight gust of wind capable of blowing out candles, scattering papers, and ruffling hair and curtains.
- Cause a person within 30 feet who meets the Magician's gaze to hear a phrase or sentence as if the Magician had spoken it to him. No one aside from the target can hear this voice.
- Create any minor magical effect the DM decides is comparable to the above effect. The effect may not duplicate an existing spell.

Magicians gain Literacy as a bonus language.

Prime Requisites:	Intelligence
Hit Dice:	D4
Save Bonuses:	F+3, A+5, C+4, D+3, H+5, W+6
Save Progression:	1/2 (+1 per 2 levels)
Attack Progression:	1/3 (+1 per 3 levels)
Armour Allowed:	None
Weapons Allowed:	Dagger, Staff, Club, Baton, Dart

**TABLE 1.4: MAGICIAN PROGRESSION BY LEVEL**

Level	XP	Hit Dice	Detect Magic	Spells Per Day								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1,250	1d4	1 in 6	1	-	-	-	-	-	-	-	-
2	2,500	2d4	1 in 6	2	-	-	-	-	-	-	-	-
3	5,000	3d4	1 in 6	2	1	-	-	-	-	-	-	-
4	10,000	4d4	2 in 6	2	2	-	-	-	-	-	-	-
5	20,000	5d4	2 in 6	2	2	1	-	-	-	-	-	-

**Thieves** are humans who are trained in the skills of stealth, subterfuge, and treachery. A thief is not particularly interested in fighting; rather his skills can potentially allow him to bypass traps and enemies. When forced to fight a thief prefers to attack by surprise, using stealth to approach an enemy unseen and strike when that enemy is vulnerable.

**RESTRICTIONS:** Thieves use four-sided dice (d4) to determine their hit points. They may not wear any armour heavier than leather and may not use shields. For weapons they may use any weapons except two-handed weapons and longbows. Dexterity is the Prime Requisite for a Thief.

**SPECIAL ABILITIES:** Thieves have a variety of mundane skills that they can use to deceive enemies and bypass traps, and attack the unwary. These abilities fall into three categories:

**Detection:** Thieves have a greater chance of detecting traps, secret doors, and hearing noise than most classes. At 1st level a thief has a 2 in 6 chance of detecting these things; his chance increases by 1 in 6 for every 3 levels past first he achieves. A thief may add his INT to his level when consulting the table to determine his detection rating. Normally a detection roll of 6 is always a failure, but the table goes above 6 because sometimes there are penalties to making these rolls.

**Manipulation:** Thieves may attempt to perform a variety of tasks using their manipulation rating. How this works depends on the task:

- **Tinker:** A thief may attempt to pick locks or disable traps by Tinkering. The thief adds his DEX and INT to his manipulation rating for Tinkering. Thieves' tools are usually necessary for this task.
- **Climb:** A thief may use his manipulation rating to climb walls and other sheer surfaces. He adds his DEX and STR to his manipulation rating for Climbing.
- **Stealth:** A thief may use his manipulation rating to attempt to move silently and hide in shadows. The thief adds his DEX and WIS to his manipulation rating for Stealth.
- **Sleight-of-Hand:** A thief may use sleight-of-hand to pick people's pockets or conceal small objects. The thief adds his DEX and CHA to his manipulation rating for Sleight-of-Hand.

**Backstab:** A thief knows how to exploit the advantage of being unseen in combat. A thief striking an enemy from behind who is not aware of the thief's presence gains a bonus when attacking. Under such circumstances the thief gains a bonus to hit and a number of extra attacks (which function like bonus hits; see BATTLE for details on bonus hits).

Note that non-thieves may attempt to perform these tasks as well; they are treated as "0-level" thieves for this purpose.

Thieves can speak common and also a special language called "Thieves' Cant."

Prime Requisites:	Dexterity
Hit Dice:	D4
Save Bonuses:	F+3, A+5, C+4, D+3, H+5, W+6
Base Progression:	1/2 (+1 per 2 levels)
Armour Allowed:	Leather only. No shields.
Weapons Allowed:	Any except longbows and two-handed melee weapons.



**TABLE 1.5: THIEF PROGRESSION BY LEVEL**

Level	XP	Hit Dice	Detection (d6)	Manipulation (d20)	Backstab	
					To Hit	Attacks
0	n/a	n/a	1 in 6	-2	+2	normal
1	625	1d4	2 in 6	1	+4	+1
2	1,250	2d4	2 in 6	2	+4	+1
3	2,500	3d4	2 in 6	3	+4	+1
4	5,000	4d4	3 in 6	4	+4	+1
5	10,000	5d4	3 in 6	5	+4	+1
6	20,000	6d4	3 in 6	6	+6	+2

## Demi-Humans

All the classes listed above represent human professions. But with the right ability scores a player can play a character of a "demi-human" race. Each demi-human race represents it's own class; there are three demi-human classes: Halfling, Dwarf, and Elf.

**Dwarves** are short stocky humanoids who are on average 4 feet tall and 150 pounds. Though they are short they are stocky and sturdy and often quite strong, and they make fearsome warriors. Dwarves are known all over the world as being superb miners, stonecutters, blacksmiths, and jewelers. Dwarves are known for their love of gold and gems, and are tough bargainers; many believe that dwarves are miserly and greedy. Dwarves are stubborn and dour but enjoy good food and strong drink. Male dwarves have long beards and are very proud of them; a long beard in dwarven society signifies a high social station and the higher the status, the longer a dwarf is allowed to grow his beard.

**RESTRICTIONS:** Dwarves use eight-sided dice (d8) to determine their hit points. Dwarves may use any type of armor or shield. They may use any weapons except two-handed weapons and longbows. A dwarf character must have a minimum Constitution score of 9.

**SPECIAL ABILITIES:** Dwarves often live underground and have infravision (heat-sensing sight) which allows them to see 60 feet in the dark. They have a 2 in 6 chance to find traps, shifting walls, new construction, and sloping passages when they are underground or in an environment made of stone. All Dwarves speak Common and Dwarvish, plus the languages of Gnomes, Kobolds, and Goblins. They also gain Literacy as a bonus language.

Prime Requisites:	Strength and Constitution
Hit Dice:	D8
Save Bonuses:	F+5, A+3, C+7, D+5, H+9, W+9
Base Progression:	2/3 (+2 per 3 levels)
Dodge Progression:	1/1 (+1 per level)
Armour Allowed:	Any.
Weapons Allowed:	Any except longbows and two-handed melee weapons.

**TABLE 1.6: DWARF & HALFLING PROGRESSION BY LEVEL**

Dwarves			Halflings	
Level	XP	Hit Dice	XP	Hit Dice
1	1,125	1d8	1,000	1d6
2	2,250	2d8	2,000	2d6
3	4,500	3d8	4,000	3d6
4	9,000	4d8	8,000	4d6
5	18,000	5d8	16,000	5d6

**Elves** are graceful and delicate demi-humans with pointy ears. They tend to be almost as tall as humans (between 5' and 5'6" tall) and are slender, weighing about 120 pounds. Elves rarely visit the cities of men, preferring to spend their time in beautiful natural settings, frolicking and feasting in their wooded groves. Elves age very slowly, and are known to live for hundreds of years. Magic seems to come easily to elves, though in truth it is because elves think little of the long years of study required to master it that elves are able to master magic so effectively. They never grow tired of collecting magic spells and items, especially if those items are beautifully crafted.

**RESTRICTIONS:** Elves use six-sided dice (d6) to determine their hit points. They may use any armor and any weapon. Strength and Intelligence are prime requisites for elves.

**SPECIAL ABILITIES:** Elves have infravision (heat-sensing sight) which allows them to see 60 feet in the dark. Elves also can spot secret or hidden doors 2 times in 6. They are immune to the paralysis attacks of ghouls.

Elves gain all the special abilities of a magician of the same level, including the ability to cast spells, and unlike magicians, wearing armor does not interfere with their spellcasting. They are Literate, and can also speak Common, Elvish, and the languages of orcs, hobgoblins, and gnolls.

Prime Requisites: Strength and Intelligence  
 Hit Dice: D8  
 Save Bonuses: F+3, A+4, C+5, D+5, H+6, W+6  
 Base Progression: 2/3 (+2 per 3 levels)  
 Alertness Progression: 1/1 (+1 per level)  
 Armour Allowed: Any.  
 Weapons Allowed: Any.

**TABLE 1.7: ELF PROGRESSION BY LEVEL**

Level	XP	Hit Dice	Detect Magic	Spells Per Day								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2,000	1d6	1 in 6	1	-	-	-	-	-	-	-	-
2	4,000	2d6	1 in 6	2	-	-	-	-	-	-	-	-
3	8,000	3d6	1 in 6	2	1	-	-	-	-	-	-	-
4	16,000	4d6	2 in 6	2	2	-	-	-	-	-	-	-

**Halflings** are small demi-humans averaging only 3 feet in height. They are known for being friendly and good-natured and of all the demi-human races their outlook is the closest to that of humans. As a result they often live comfortably among humans. They are not generally fierce or aggressive but if the need arises they can be stalwart and stout of heart. Generally though halflings prefer comfort and ease, and they often seek wealth as a means of guaranteeing that.

**RESTRICTIONS:** Halflings use eight-sided dice (d6) to determine their hit points. They may wear any type of armor. They may use any type of weapon except for two-handed weapons and longbows. Both Strength and Dexterity are prime requisites for a Halfling. A Halfling must have a score of at least 9 in both Dexterity and Constitution.

**SPECIAL ABILITIES:** Halflings are accurate with missile weapons and get a +1 bonus to-hit with any ranged weapon, and they also gain a +1 bonus to their initiative rolls. Due to their small size they gain a -2 bonus to their Armor Class when being attacked by larger than man-sized creatures.

Halflings are small and adept at hiding. Outdoors if a halfling is hiding in woods or underbrush he can only be spotted on a 1 in 6. In dungeons and indoor environments they can hide in shadows if they remain quiet and still and have a 4 in 6 chance of being spotted.

A halfling who is not wearing metal armor may move stealthily as if he is a 1st level thief, but he may add his CHA to his stealth rating in addition to his WIS.

Prime Requisites:	Strength and Dexterity
Hit Dice:	D6
Save Bonuses:	F+3, A+5, C+7, D+5, H+9, W+9
Base Progression:	2/3 (+2 per 3 levels)
Dodge Progression:	1/1 (+1 per level)
Armour Allowed:	Any.
Weapons Allowed:	Any except longbows and two-handed melee weapons.

**Half-Elves** are a crossbreed between humans and elves. They may have one human and one elven parent, or one or both parents may be half-elves. Any being who is part elf and part human can be considered a half-elf, though such children can sometimes manifest as full humans or (less often) full elves. Half-elves do not possess the innate magical ability that elves do, but they share the elves' affinity for the land. They are also hardier than their elven kin.

**RESTRICTIONS:** Half-elves use eight-sided dice (d8) to determine their hit points. They may use shields but may not use any armor heavier than chainmail. Dexterity and Wisdom are prime requisites for half-elves.

**SPECIAL ABILITIES:** Half-elves have infravision (heat-sensing sight) which allows them to see 60 feet in the dark. Half-elves also can spot secret or hidden doors 2 times in 6. They get a +4 to their saves against the paralysis attacks of ghouls.

Half-elves have a specific type of terrain they are familiar with, which is normally the type of terrain they grew up in (such as jungles, mountains, plains, etc, but usually forests). Instead of learning extra languages as a result of a high Intelligence score, they may instead 'learn' extra terrain types which they are familiar with in addition to the one they were raised in.

A half-elf has a detection rating as a thief of the same level; he may use his detection rating

to detect snares and pits; any sort of mundane trap can be detected but a half-elf has no ability to detect magical traps. A half-elf may also use his detection rating to identify plants and animals he encounters; when he successfully identifies a creature he also will know the habits and abilities of that creature. Finally he can use his detection rating to identify tracks and to follow tracks. When tracking he subtracts his WIS from his detection roll. The chance to follow tracks is reduced by 1 in 6 for every dry day or every rainy hour that has passed since they were made, and he cannot follow the tracks over bare clean rock or through water.

When using his detection rating a half-elf subtracts 1 from his roll if the trap is in his familiar terrain, or the creature to be identified or tracked is native to his familiar terrain. He adds 1 to his roll if the trap is not in his familiar terrain or the animal is not native to it.

A half-elf has a manipulation rating as a thief of the same level (though if they wear armor heavier than leather they accrue penalties to these abilities in the same way as thieves). He may use the Tinker ability to place snares and pits using materials available in his familiar terrain, and may disarm snares and pits also. He may use the Climb ability to climb trees, cliffs, and natural surfaces. He may use the Stealth ability to move silently and hide in shadows in his familiar terrain. He may use these abilities when not in his familiar terrain but receives a -5 to his roll when doing so. Half-elves do not get the sleight of hand ability.

Note that as with thief abilities, ordinary people can attempt these things and are considered "0-level" Half-Elves for this purpose (see Table 1.8 below).

Half-elves may *ambush* opponents. This works much like a thief's Backstab ability. If the hunter is aware of his enemy before combat begins and achieves surprise (see BATTLE) then he gains a bonus to hit and bonus hits for his first attack equal to that of a thief of the same level making a backstab attack.

Half-elves can also attempt to "influence" animals. They can make themselves seem to be non-threatening to prevent skittish animals from fleeing the half-elf's presence, or they can try to make themselves seem more threatening to prevent aggressive animals from attacking or to cause animals to run away. The Half-elf can attempt to influence a maximum of 2d6 hit dice of animals (but always at least one animal), and cannot influence magical beasts. If the hit dice of each animal is less than the hit dice of the Half-elf, the attempt automatically succeeds. If the hit dice of the animals are equal to or greater than that of the half-elf, he must roll 2d6 to check for success, adding his WIS to the roll. A result of 8 allows him to influence animals of the same hit dice as him, a result of 10 allows him to influence animals with one more hit die than the half-elf, and a result of 12 or more allows him to influence animals up to two hit dice greater than himself. Animals with three or more hit dice greater than the half-elf cannot be influenced by this ability. Successfully influenced animals either flee, or do not flee, or do not attack, or both, (half-elf's choice) as long as the half-elf and his companions do not attack the animals in question. Note that a half-elf cannot make an animal abandon its young or do anything else that threatens its own life or the lives of its young.

Half-elves are sworn to protecting their homelands from evil invaders, and receive special training to fight against their favored enemy. They gain a +1 on to-hit and damage rolls when attacking these creatures. This bonus increases by +1 for every six levels past first the half-elf has. Half-elves can be dedicated to fighting one of these four groups:

- **Oath Against Savagery:** Goblins, Hobgoblins, Bugbears, Orcs, Gnolls, Ogres, Trolls, and Giants and similar humanoids
- **Oath Against Serpents:** Kobolds, Lizard-Men, reptilian humanoids, Giant Reptiles (including Dinosaurs), and Dragons
- **Oath Against Death:** Undead creatures and evil clerics
- **Oath Against Sorcery:** Extraplanar creatures such as demons and elementals,

summoned creatures, and evil magicians

Half-elves can also speak Common, Elvish, and the languages of orcs, trolls, and bugbears.

Prime Requisites: Wisdom and Dexterity  
Hit Dice: D8  
Save Bonuses: F+4, A+4, C+5, D+5, H+6, W+5  
Base Progression: 2/3 (+2 per 3 levels)  
Alertness Progression: 1/1 (+1 per level)  
Armour Allowed: No Scale, Brigandine, or Plate Mail.  
Weapons Allowed: Any

**TABLE 1.8: HALF-ELF PROGRESSION BY LEVEL**

Level	XP	Hit Dice	Detection (d6)	Manipulation (d20)	Ambush	
					To Hit	Attacks
0	n/a	n/a	1 in 6	-2	+2	normal
1	1,250	1d8	2 in 6	1	+4	+1
2	2,500	2d8	2 in 6	2	+4	+1
3	5,000	3d8	2 in 6	3	+4	+1
4	10,000	4d8	3 in 6	4	+4	+1
5	20,000	5d8	3 in 6	5	+4	+1

### Derived Scores

Now that you've generated Ability Scores and chosen a class, it's time to calculate your character's derived scores. Derived scores are scores that depend on what your class and ability scores are.

**Hit Points** are your most important derived score. Your Hit Points represent your character's life force, health, and the amount of physical punishment your character can take. When your character is wounded he loses some hit points, and when he receives healing he gains some hit points (though this never brings your character to more hit points than he started with). If your character runs out of hit points, he is mortally wounded and will die (see BATTLE). So Hit Points are pretty important.

Hit Points are generated using Hit Dice. To determine your hit points, you simply roll your hit dice once. The total is your hit points. Each level you gain (up to ninth level) will give you another hit die.

Each character is assumed to come from ordinary beginnings, and has risen above the masses to become an adventurer. Ordinary folk are called "0-Level" characters and have one hit die, so player characters that start at 1st Level get two hit dice.

The first hit die is a d4 for every class except for demi-human classes that have Constitution as a prime requisite (such as Dwarves), who get a d6. The second hit die is determined by class (as are all further dice). Note that a character's CON is added to each hit die they receive. If for either of the character's starting hit dice a "1" is rolled, reroll the die until a result other than 1 is rolled.

**Save Ratings** are your next derived scores. Save Ratings represent your ability to avoid things other than things that just do damage. If you are poisoned, enchanted, or engulfed with dragon's breath, you get a saving throw to avoid the effects. Here are the types of saves:

- **FORCE** represents your ability to resist physical force through your own muscle power. If your character is trying to avoid being pushed off a cliff by an ogre, trying to walk in a gale force winds, or participating in a tug-of-war match, he rolls a Force Saving Throw. An unconscious or helpless character automatically fails force saving throws. Your Force Save Rating is increased by your STR.
- **ALERTNESS** represents your ability to detect danger and hidden actions. If you are attacked suddenly, by stealth, or experience some danger that requires a quick reaction, you make an Alertness Saving Throw to react in time. A character who is unconscious or who does not have a sense that can perceive the danger (such as a deaf character not being able to hear the enemy sneaking up behind him) automatically fails an Alertness Saving Throw. Your Alertness Save Rating is increased by your INT.
- **CHARM** represents your ability to avoid being fooled by trickery and lies, especially through magic. Many magic spells try to trick you into believing something (like charm person) or into thinking something is real (like illusion spells) and you roll your Charm Saving Throw to detect these tricks. While an unconscious or insensible character cannot make a Charm Saving Throw, normally charm effects require the target to be awake and able to sense the charm, and do nothing to unconscious characters. Your Charm Save Rating is increased by your WIS.
- **DODGE** represents your ability to avoid danger by quickly moving out of harm's way, either by "hitting the dirt," getting behind cover, or otherwise moving out of danger. The most common thing that causes a Dodge Saving Throw is an area-effect attack, such as by a magic spell or the breath of a dragon; a successful Dodge Save in these cases normally reduces the damage the character takes by 50%. In order to make a Dodge Saving Throw a character has to be able to move out of the way, so a character who is tied up, paralyzed, or unconscious always fails a Dodge Saving Throw. Likewise, a character who is unwilling to jump out of the way (if he is perched on a precarious ledge or is blocking a narrow hallway for example) will automatically fail a Dodge Saving Throw. A character who successfully makes a Dodge Saving Throw is assumed to have moved out of danger, found cover, or dropped prone, and the character's position in the encounter must be adjusted accordingly. Your Dodge Save Rating is increased by your DEX.
- *Taking the Bullet* - A character who is feeling particularly noble could make a Dodge Save on behalf of someone else who is adjacent to them by putting their own body in between their friend and the danger. If he succeeds, the character who is "taking the bullet" for the other character will take full damage but the protected character will take 50% damage as if he made the save. The character who is "taking the bullet" must decide if he is doing so before either character rolls the save, and if the character who is "taking the bullet" makes their save the other character does not roll a save.
- **HEALTH** represents your ability to resist the effects of things that affect your body such as disease, poison, and fatigue, or magical spells that simulate these things. Health Saving Throws only affect living things and a character need not be conscious to make a Health Saving Throw; he merely needs to be alive. Your Health Save Rating is increased by your CON.
- **WILL** represents your ability to resist effects that would force you to do things against your will, such as mind control, possession, magic spells, or mental powers. It also represents your ability to resist spells that transform you into

something else, which are resisted by your aura. While the effects of failing a Will Saving Throw usually only matter if the character is conscious, a Will Save may still be made by an unconscious character, though the results are usually only be seen when the character becomes conscious again. Since Charisma represents the force of your personality, your Will Save Rating is increased by your CHA.

### Calculating your Saves

Normally when you roll a saving throw you need to roll a 20 on a d20, but your Save Bonus is added to your roll, so it is very useful to have a good save bonus.

Each class has a list of save bonuses it grants. For example, clerics get the following bonuses:

Save Bonuses: F+3, A+3, C+3, D+3, H+7, W+5

These are the starting values for each type of save, in order. So a cleric would begin with a +3 to his Force saving throws. However, each type of save is also modified by its corresponding ability score. Force saves are modified by STR, so a cleric with a 13 strength would have a STR of +1, and so this is added to the +3 bonus granted by the class, to grant a total bonus of +4. However, you also gain an additional bonus based on your level.

As you increase in level you will gain additional points to your save ratings. How fast your ratings increase will depend on your class (see PROGRESSIONS). This number is expressed as a fraction, but this value is always rounded up. So at first level your character will always gain a +1 to all his saves from his progressions. So in the above example, the first level Cleric with a Strength of 13 would get +3 to his Force Saves from his class, +1 from his STR, and +1 from his level, for a final value of a +5 bonus to his Force Saves.

One special note: Demi-Humans always have one save that advances faster than the rest.

It is convenient to have handy the exact roll you need to make a 20 on your saving throw, so you don't need to add your bonus all the time. So you subtract your total bonus from 20 to figure out what "natural" rolls are needed to make a saving throw - this value is called your "Save Rating." In the above case the Cleric with the +5 bonus to his force Saves would have a Force Save Rating of  $20 - 5 = 15$ . After making these calculations, write the values in the Saving Throw column on your character sheet.

**Experience Points** (or **XP**) begin at the amount indicated on the progression table for your class under first level. This represents the amount of experience you needed to learn the basic skills of your class. Your experience points will increase as your character goes on adventures.

**To-Hit** (also called your Class Attack Rank) is a derived score based on your level. At first level it is always zero, but it goes up as you gain in level (see PROGRESSIONS). Your To-Hit rating can be increased by your DEX or STR, but which score modifies your to-hit rating depends on what type of weapon you use. Magical weapons have a bonus that increases your to-hit rating when you use them. You record your base to-hit rating on your character sheet, but since which of your ability bonuses apply depends on what weapon you use, we will finish this entry when you get your equipment (see GEAR, below).

**Armor Class** (or **AC**) is a derived score based on your equipment. Your DEX grants you a bonus to your AC, as does any magical "plus" possessed by your armor. Since we can't compute your AC without knowing what equipment you have, we will proceed to buying your equipment next (see GEAR, in the next chapter).

## What is a Character Level?

The rules about characters make a lot of references to the character's level. Your level represents how much you have learned about your chosen profession, and your class abilities improve as you gain in level. Level is dependent on the experience points you have earned.

Increasing your character's level is one of the goals of the game; the higher your character's level, the more powerful he is. Normally, characters start at level 1. As they gain in experience their level can increase. How much experience is required depends on the class and is listed in the progression table for the character class in question. When your character has enough experience points to put him in a higher level than he currently has, he is entitled to gain a level. In some games all that will be required after that will be a night's rest where in other games your character will need to seek out a teacher to train in more class skills. Which is required is up to your DM.

Whenever you gain a new level, you gain a new hit die, which increases your total and maximum hit points. This is one of the most important details of your character, as it helps your character survive greater and greater punishment. Your CON is added as a bonus to each hit die.

**PROGRESSIONS** are something each character class has that improve your character's chance to do things. Progressions are expressed as a fraction. Most classes have a single progression. Multiply your Progression value by your character's level, and round up. This value is added to all your saving throw bonuses and your chance to hit in combat. Some classes have more than one progression; for magicians, their attack progression is slower than their save progression. For demi-humans, one save always progresses faster than the others.

Your character may have other class abilities that improve as you gain in levels (such as a thief's ability to pick locks or a magician's magic spells). These abilities are described in the entry under your class.

## Finishing Touches

If you have followed all the steps above, your character is almost ready. A few finishing touches and you will be ready to go.

**Name** - every character should have a name! A good name for a fantasy character has a good sound to it and seems a little unusual. Your character isn't from Earth; he is from a fantasy world that has some similarities and many differences.

**Description** - you should decide what your character looks like. Is he tall or short? Clean or dirty? Heavysset or slim? What color are his hair, eyes, and skin? What kind of clothes does he wear? Male or female? Use your imagination, but use what you already know to help you. For example, characters that have a high Strength score will probably be burly and muscular. Characters with a high Intelligence will be smart, while characters with a high Charisma will be charming and suave.

**Background** - you should decide what your character's background is, which mainly consists of what kind of environment your character was raised in and why your character has chosen a life of adventure over the life of a "normal" person. Perhaps your character was a young peasant, who decided to run away and become a mercenary instead of living a life of poverty on the farm. Perhaps your character grew up in the slums of a city, and fled when chased out by a local crime lord to whom he owed money. Your character could be the son of a rich and powerful lord who was cast out for violating the family code. Or



perhaps your character was a warrior or a shaman of a barbarian tribe who wanted to travel the world and see what "civilization" was like.

Whatever your background is, you should remember that unless the DM changes things, your character will always get the same amount of starting money and from then on only what your character earns in the game. Coming from a rich family doesn't mean that you will get more money at the start, and coming from a poor family doesn't mean you will end up with less. Part of your background can include how you got the money you started the game with; it could have been given to you by a wealthy patron, or your character could have earned it through work, stolen it, or inherited it, or simply found it.

**Alignment** - every character has an alignment, which describes their general philosophy of life. Three basic ways of life guide the acts of both player characters and monsters. Each way of life is called an alignment.

The three alignments are named **Law**, **Chaos**, and **Neutrality**. Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but must tell the DM. When picking alignments, the characters should know that Chaotics often cannot be trusted, even by other Chaotics. A Chaotic character does not work well with other player characters. As a result, most players are encouraged to play characters that are not chaotic.

The alignments give guidelines for characters to live by. The characters will try to follow these guidelines, but may not always be successful. If a DM feels that a player is not keeping to a character's chosen alignment, the DM may suggest or even require a change of alignment for the character. It is important to understand that a character's alignment is the product of his or her actions, and not the reverse.

**Law** (or **Lawful**) is the belief in an organized society governed by rules. A lawful character sees obeying laws as good behaviour and obeys them not because of any penalty for breaking them but because the character believes it is right to do so. Lawful creatures will try to tell the truth, obey laws, and try to keep their promises.

They will try to obey laws as long as such laws are fair and just. If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as behavior that could be called "good."

**Chaos** (or **Chaotic**) is the opposite of Law. It is the belief that life is random, and that chance and luck rule the world. Everything happens by accident and nothing can be predicted. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They cannot be trusted, their behavior is hard to predict. They have strong belief in the power of luck. Chaotic behavior is usually the same as behavior that could be called "evil."

**Neutrality** (or **Neutral**) is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but SO is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their

own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered “good” or “evil” (or neither), depending on the situation.