**Generating the Character**

A Character is generated once for the game and used in subsequent games, increasing in ability and power as a direct result of the quality and quantity of play. Generating a Character involves a collection of dependencies, so the Character *must be generated in the order described below*. For a better explanation of all the elements of the Character, see Appendix A. The Character Sheet.

# Get the Character Profile Information

Define the Name, Gender, Race, and Class of the Character desired. The Player provides this information. The table below shows the Races and Classes currently used in the game. In Chronos, there are no invalid Class/Race combinations.

Table Race and Class Options

|  |  |
| --- | --- |
| **RACE** | **CLASS** |
| Dwarf | Cleric |
| Elf | Fighter |
| Gnome | Magic User |
| Half-Elf | Thief |
| Half-Orc |  |
| Hobbit |  |
| Human |  |

There are other class options for the experienced player: Paladin, Monk, Druid, Illusionist, Assassin, and Ranger, but those specialist skills are not covered in this version. See Version 3.

# Roll the Traits

Roll Prime Traits using the 4d6-1 rule with adjustments for the Race and Class. Each trait is rolled in order: STR, INT, WIS, DEX, CON, CHR. The sum of 4d6 dice minus the lowest d6 rolled is the value for the trait being rolled. Extra-low traits are race-adjusted. The 4d6-1 rule results in an average roll of 10.5.

# Adjust for Class

After all traits are rolled, the highest Trait value is swapped with the value rolled as the Prime Requisite for the Character’s Class to ensure that the highest rolled value is the player’s desired prime requisite.

Table Prime Requisite for Class

|  |  |
| --- | --- |
| **Prime Requisite** | **CLASS** |
| Wisdom (WIS) | Cleric |
| Strength (STR) | Fighter |
| Intelligence (INT) | Magic User |
| Dexterity (DEX) | Thief |

# Adjust for Gender

The DM prefers that the gender of the player be the gender of the Character. Male characters are the default, so the rolls are not adjusted; female Characters get **-1 STR, +1 CON, +1 CHR.** Race limits override Gender adjustments.

# Adjust for Race

Human characters are the norm, so non-human races get adjustments to their rolled traits. The table below summarizes how traits are adjusted for each race.

Table Trait Modifications by Race

|  |  |
| --- | --- |
| Dwarf | CON+1, CHR-1 |
| Elf | CON-1, DEX+1 |
| Gnome | No modifications |
| Half-Elf | No modifications |
| Half-Orc | STR+1, CON+1, CHR-2 |
| Hobbit | STR-1, DEX+1 |
| Human | No modifications |

Regardless of the roll, no trait may go below or above the racial limits. Whereas humans are between 8 and 18, the other races can exceed 18 or drop below 8. No character may be started at less than 7.

Table Trait Limits by Race

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **TRAIT** | **DWARF** | **ELF** | **GNOME** | **HALF-ELF** | **HOBBIT** | **HALF-ORC** |
| STRength | 8/18 | 7/18 | 7/18 | 7/18 | 7/17 | 9/19 |
| INTelligence | 7/18 | 8/18 | 7/18 | 7/18 | 7/18 | 7/17 |
| WISdom | 7/18 | 7/18 | 7/18 | 7/18 | 7/17 | 7/14 |
| DEXterity | 7/17 | 7/19 | 7/18 | 7/18 | 8/18 | 7/17 |
| CONstitution | 12/19 | 7/18 | 8/18 | 8/18 | 10/19 | 13/19 |
| CHasRisma | 7/16 | 8/18 | 7/18 | 7/18 | 7/18 | 7/12 |

\*The two numbers represent MIN/MAX

# Calculate the Prime Trait Modifiers

The Prime Traits have *Modifiers*, additional properties implied as a result of a certain Prime Trait Value. These *modifications* are not the same as *adjustments* (such as for gender or race), which are value changes of the Prime Traits themselves. Modifications are based on the prime trait value, can change during play, and affect actions that use a particular prime trait.

After making Race and Gender adjustments, set the Trait modifications according the following tables. Traits less than 8 are included in case the Character loses values due to some circumstance.

If any trait becomes less than or equal to 3, the character is unconscious. If any trait reaches 0, the character is dead.

# Assign Strength Modifiers

The Modifiers were previously described in the Character Sheet section. Apply the table to the appropriate modifiers for the Character’s Strength.

Table Strength Modifiers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STR** | **To Hit** | **Damage Mod** | **Wt Allowance (gpw)** | **Wt Allowance (lb)** |
| 3 | -3 | -3 | 80 | 10 |
| 4 | -2 | -3 | 120 | 15 |
| 5 | -2 | -2 | 160 | 20 |
| 6 | -1 | -2 | 200 | 25 |
| 7 | -1 | -1 | 280 | 35 |
| 8 | 0 | -1 | 400 | 50 |
| 9 | 0 | 0 | 480 | 60 |
| 10 | 0 | 0 | 560 | 70 |
| 11 | 0 | 0 | 640 | 80 |
| 12 | 0 | 0 | 720 | 90 |
| 13 | 0 | 0 | 880 | 110 |
| 14 | 0 | 0 | 1040 | 130 |
| 15 | 0 | 0 | 1200 | 150 |
| 16 | 0 | 0 | 1440 | 180 |
| 17 | 1 | 1 | 1680 | 210 |
| 18 | 1 | 2 | 2000 | 250 |
| 19 | 2 | 3 | 2400 | 300 |
| 20 | 2 | 4 | 2800 | 350 |
| 21 | 3 | 5 | 3200 | 400 |

# Assign Intelligence Modifiers

* Add Racial Languages. All characters know the Common language, and the their race language.

**Table Race Languages**

|  |  |
| --- | --- |
| Dwarf | Groken |
| Elf | Elvish |
| Gnome | Gnomen |
| Half-Elf | 50% chance to know Elvish |
| Half-Orc | 50% chance to know Orcish |
| Hobbit | Tolkeen |

* Add Max Knowable Languages. The more intelligent the character, the more languages they can learn, up to their maximum. Use this algorithm, and positive integer arithmetic (rounding down).

**MAX\_LANG = INT/2 – 3.**

The algorithm gives a range of 0 (INT <= 7) to 6 (INT = 18). These max knowable languages are in addition to Common and the character’s race language.

* Add Literary Skills. Some characters can read, some read and write, or some can do neither. NOTE: **Clerics and Wizards** can always read and write (or they couldn’t be clerics or wizards).

**Table Literary Skills**

|  |  |
| --- | --- |
| **INT** | **Skill** |
| <= 10 | Illiterate |
| >= 11 | Read |
| >= 12 | Read and Write |

## Magic Users Only

Magic spells consume Magical Spell Points (MSPs) according to the geometric number per level of the spell, as shown in Table 7, except *Read Magic*, which consume no spell points. Set MSP=1 for Level 1 Magic Users. The general rule is N\*(N-1)/2 for N>2.

**Table MSPs Consumed Per Spell Level**

|  |  |
| --- | --- |
| **SPELL**  **LEVEL** | **MSP Consumed** |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 6 |
| 5 | 10 |
| 6 | 15 |
| 7 | 21 |

* MSP/Level: The number of MSPs the Magic User gets at each Promotion. Also, the maximum number of attempts to learn a new spell at each Promotion. The MSP/Level algorithm gives a range of [1,6] for INT[8,18]. At L3, the magic user will be [3,18] MSPs.

**MSP/Level = INT/2 - 3**

* Spells in Spell book: Assign each Magic-User the Read Magic spell. For Level 0 magic users, they get to attempt a number N of L1 spells of their own choosing, where N = MSP/Level for their INT-1. At Level 1, N = their normal MSP/Level. For each failure they attempt To Know, they get a randomly selected L1 spell.
* % to Know: The chance to learn a new spell of the player’s choosing at each Promotion. The algorithm is

**%\_TO\_KNOW = INT \* 5**

The %\_TO\_KNOW algorithm gives a range of [40%, 90%] for INT [8,18].

# Assign Wisdom Modifiers

* Magic Attack Mod: Wise people are more resistant to magic attacks, and get an intrinsic bonus of +1 for every point that their WIS > 14; that is, WIS = 16 gets +2 Magic Attack Adj. For every point WIS < 8, Magic Attack Mod gets a penalty of –1; that is, WIS = 6 get –2 Magic Attack Adj. For the inclusive range [8, 14], MAM = 0; otherwise

**WIS > 14: MAM = WIS – 14**

**WIS < 8: MAM = WIS – 8**

# Dwarves, Gnomes, and Hobbits Only

* *Racial Magic Attack Resist (RMR):* These races get an additional Magic Resistance because of their race. The algorithm gives a bonus resistance of [2, 5] for WIS [8,18]. Note that for CON=13, RMR = Round(3.71), rounded up to RMR=4.

**RMR = Round(CON/3.5) to nearest integer**

Both the WIS and CON resist mods apply for a magic attack.

Example: If a dwarf WIS=16, CON=12 were attacked with, say, a *Sleep* spell, he has a Save of +2 MAM and an additional +3 RMR, so he Saves if he rolls d20 <= (16/3 + 5) <= 10.

Note the reverse traits: If a dwarf WIS=12, CON=16, he has a Save of +0 MAM and +5 RMR, so he Saves if he rolls d20 <= (12/3 + 5) <= 9.

# Clerics Only

* Turn *Undead*: Turning undead creatures is a powerful clerical ability. It depends on the level difference (LD) between the cleric and the undead, but the cleric can turn, or even destroy, undead creatures. See *Special Abilities* in S*ection 4 Playing.*

**Turn Undead d20 <= WIS (+ LD)**

* *Clerical Spell Points (CSPs)/Level:* At each promotion, a Cleric gets an additional number of CSP’s equal to his CSPs/Level value. Each cleric gets

**CSPs/Level = WIS/2.**

A L1 cleric WIS=15 will get 7 CSP to start, available to throw any of the 12 L1 cleric spells. At Level 3, the same cleric will have 21 CSPs, and able to throw any of the 36 L1 through L3 spells.

# Assign Constitution Modifiers

* *Hit Point Modifier:* People with strong constitutions are harder to kill, so they get an intrinsic bonus of +1 for every point that their CON > 14. HP Mod is also used to calculate additional HP at promotion. For CON within the range inclusive range [8,14], HP Mod = 0.

**CON > 14: HP Mod = CON – 14**

**CON < 9: HP Mod = CON - 9**

Example: For a character with CON = 16, HP Mod = +2; for CON < 6, HP Mod = -2.

# Dwarves, Gnomes, and Hobbits Only

* Racial Poison Resist: These three races get a bonus to resist poison, that adds to their Save vs Poison. It is the same as Racial Magic Resist.

**RPR = Round(CON/3.5)**

Example: Human Fred (CON=14) gets a Save vs Poison d20 <= (CON/3 + 0 HP Mod) = 4. However, Hobbit Harray (CON = 14) gets a Save vs Poison d20 <= (CON/3 + 0 HP Mod + 4) = 8

* Magic Attack Resist = Magic Attack Mod + Racial Magic Resist. If not a dwarf, gnome, or hobbit, RMR = 0;

# Assign Dexterity Modifiers

* *To Hit Mod:*  People with high dexterity get a bonus with missile weapons. For each DEX > 14 , add +1 to hit with a missile weapon; but for each DEX < 8, add –1 to hit with a missile weapon.
* *AC Mod:*  People with high dexterity can avoid being hit easier, so they get an intrinsic defense bonus. The algorithm for ToHit Mod is the same, so AC Mod = To Hit Mod.

**DEX > 14: ToHit Mod = AC Mod = DEX – 14**

**DEX < 9: ToHit Mod = AC Mod = DEX – 9**

# Charisma Modifiers – There are no Charisma modifiers.

# Calculate the Character’s Weight and Height Tables

Weight and height is calculated from a racial average and adjusted for gender. For each of weight and height, **roll d100** to determine if the Character falls into the categories of

Table Deviation from Average Weight/HeightRoll

|  |  |
| --- | --- |
| **1- 30** | **below average** |
| **31 – 70** | **average** |
| **71- 100** | **above average** |

Read from either the female or male table, and adjust the average given by the dice roll indicated for the category to above or below. If the Character is average, then simply read from the table. If the Character is below (above) average then subtract (add) the value indicated by the appropriate roll (cell value).

Table Character Weight (in pounds)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Race** | **Male Average Weight** | **Female Average Weight** | **Below Average** | **Above Average** |
| Dwarf | 150 | 120 | 2d8 | 2d12 |
| Elf | 100 | 80 | d10 | d20 |
| Gnome | 80 | 75 | 2d4 | 2d6 |
| Half-Elf | 130 | 100 | d20 | d20 |
| Hobbit | 60 | 50 | 2d4 | 2d6 |
| Half-Orc | 180 | 150 | 3d8 | 4d10 |
| Human | 175 | 130 | 3d12 | 5d12 |

*Weight example 1:* Balthazar, Human male, gets an 88 on his d100 category roll, making him above average weight. Rolling 5d12 (above average column of weight table) yields 35, so Balthazar weighs 175+35 = 210 lb.

*Weight example 2:* Frolic, Gnome female, gets a 58 on her d100 category roll, making her average weight. No second roll is needed because she is 75 lb., read directly from the table.

Table Character Height (in inches)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Race** | **Male Average Height** | **Female Average Height** | **Below Average** | **Above Average** |
| Dwarf | 48 | 46 | d4 | d6 |
| Elf | 60 | 54 | d4 | d6 |
| Gnome | 42 | 39 | d3 | d3 |
| Half-Elf | 66 | 62 | d6 | d6 |
| Hobbit | 36 | 33 | d3 | d6 |
| Half-Orc | 70 | 64 | 2d4 | 2d4 |
| Human | 68 | 64 | d12 | d12 |

*Height example:* Balthazar, Human male, gets a 27 on his d100 category roll, making him below average height. Rolling d12 (Below Average column of height table) yields 7, so Balthazar is 68 -7 = 61 inches tall.

# Calculate the Character Attributes

# Set Level and Experience Points

All Characters start out at Level 0 and XP =0.

# Roll for Hit Points

All starting characters get a double HP roll, plus the HP Mod from the CON modifier, plus the amount rolled from the value in the table below. This value is the *HP Max* from which all incurred damage is deducted. At each Promotion, the Character gets another HP roll to add to his HP Max, but not the automatic 10 HP when starting out. A new character will always have a minimum of 2 HP. At promotion, the character only gets a single roll of the Class die.

Table 12. Starting Hit Points by Class

|  |  |
| --- | --- |
| Fighter | 2d10 |
| Cleric | 2d8 |
| Thief | 2d6 |
| Magic-User | 2d4 |

Example: Fighter Glandens, Level 0, HP Mod = 2, rolls a 5 and a 4 on on 2d10 for Fighters. He gets HP = 9 + 4 (two rolls) = 13 HP. At Level 1 promotions, Glandens will get another d10 roll. Say it was 3, then Glandens will get an additional 3 (roll) + 2 (mod) = +5 HP, for a total of 18 HP.

# Calculate Action Points and Non-Lethal Fighting Modifiers

Action points is a straightforward calculation: **AP = STR + DEX**. There are four modifications for AP, one each for overbearing, grappling, pummeling, and shield bash. These values replace the AP value when added to a d20 roll when used in Non-Lethal Fighting. They are calculated now to avoid delay of game later. See *Non-Lethal Fighting* and the Table on modifications in that section.

* Overbearing = **AP + 1 per 25lb weight** (+4 if wearing metal armor).
* Grappling = **AP + Damage STR modifier** (-4 if wearing metal armor)
* Pummeling = **AP + Damage Mod (STR) + To Hit mod (DEX)**. (+4 if wearing metal armor).
* Shield Bash = **AP** if Character buys a shield; else **0**. A successful shield bash negates opportunity attacks during battle.

# Calculate Block Movement

Each character is given a speed of movement measured in 5’ blocks (block movement, BM). The typical (default) value of 4 is adjusted by the charcter’s AP, height, and load carried.

If the Character is less than 48 inches tall, subtract 1 BM from her value; if the Character is more than 74 inches tall, add 1 BM to her value.

Table 12 Block Movement by Action Points

|  |  |
| --- | --- |
| **AP** | **Block Movement** |
| 1-15 | 2 |
| 16 – 23 | 3 |
| 24 – 32 | 4 |
| 33 - 40 | 5 |

**Encumbrance** Based If the character carries more than his weight allowance (WA) but less than twice his weight allowance, he will lose 1 Block Movement; if less than twice his weight allowance but less than thrice, he loses 2 Block Movements. No character can carry more than 3 times his weight allowance

Table 12 Block Movement Encumbrance

|  |  |
| --- | --- |
| **Load carried** | **Adjusted speed** |
| Load < WA | BM |
| WA <= Load < 2 WA | BM-1 |
| 2 WA <= Load < 3 WA | BM-2 |
| LOAD >= 3 WA | BM=0 |

# Set Armor Class

Armor class always starts at 10 + AC Mod (DEX modifier). The AC (and weight) changes as armor is added to the inventory and worn. The table below shows the armor class for the armor worn, without mods.

Table 12 Armor Class by Armor

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **None** | **Shield** | **Leather** | **Leather & Shield** | **Chain Mail** | **Chainmail & Shield** | **Plate Mail** | **Plate Mail & Shield** |
| **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** |

NOTE: Helmets give +1 AC for attacks if the d20 roll is exactly that needed; then defender gets a 20% Saving throw.

# Roll for Gold

**Gold in Hand** is generated for the Characters to get them started, and enable them to purchase required inventory. Starting gold is class-based: Roll the number of dice as shown in the table, then multiply by 10. For example, Gorg the dwarf fighter rolls 5d4 to get 13, so he starts with 130 gold pieces.

**Gold Banked = 0 gp/ 0 sp** because each Character starts with an empty bank account.

Table 12 Starting Gold by Class

|  |  |
| --- | --- |
| **Class** | **Dice\*10** |
| Fighter | 5d4 |
| Cleric | 3d6 |
| Thief | 2d6 |
| Magic-User | 2d4 |

# Add Special Abilities

# Assign Special Class Abilities for Selected Classes

The following sections list the Special Abilities for Thieves and Clerics; Fighters and Magic Users do not have Special Abilities. See the section on *Game Play* for how these Abilities operate.

***Thief Abilities***

Thieves have a special secret language of their own, *Thieves* Cant, which does not count against Max Languages. It allows thieves to talk to each other without being overheard and understood. Add *Thieves’ Cant* to the known languages section of the Character sheet after the Thief joins a Guild.

**Special rolls:** Roll a d20 to determine the affect of attempting a special ability. Notation used: [<=% needed | > % needed but < 2 \* % needed | > 2 \* % needed]

* *Open Secret Doors:* The ability to find the mechanical or hidden catch mechanism if the thief knows there is a concealed or secret door. Does not apply to magically locked doors. [Success | cannot open the door | has no clue if it can be opened or not]
* *Pick Pockets:* The ability to remove or insert small items into an NPC’s pouch, backpack, or other container without the victim being aware. Thieves are not permitted to pick the pockets of other Party members (their allies), but they are able to drop small things into their ally’s pockets. [Success | failed but not caught | failed and caught by victim]
* *Open Locks:* The ability to open locks on chest, cabinets, doors and similar items silently. [Success | fail | failed and broke lock pick]. Without a lock pick, all future attempts are at 1/3 of needed percent.
* *Find/Remove/Make Traps:* Three abilities actually with the same chances of success: the ability to detect and identify a mechanical (non-magical) trap; remove or defuse the trap; make and set a trap.

Find Trap [ Success | cannot find it but know it is there | triggered the trap]

Remove Trap: [ Success | cannot remove it | triggered the trap]

Make Trap: [ Success | cannot make it | triggered the trap you were trying to make]

* *Move Silently:* The ability to sneak past NPC’s without being heard (Character must not have metal armor or noisy equipment). [Success | failed | announced your presence]
* *Hide In Shadows:* The ability to sneak past NPC’s without being seen (there must sufficient lack of light, or appropriate shadow).[Success | failed | failed]
* *Hear Noise:* The ability to hear better and identify sounds though doors. The Thief has learned how to hold his breath and press his hands against wood for resonance and better listening. This trait depends on experience (Level) and not DEX. [Success | failed | failed]
* *Climb Walls:* The ability to scale rough stone walls, cliffs, walls with frequent handholds, and the like. Polished marble and smooth clean surfaces are not climbable. Roll for chance of falling for each 10’ of height reached. Falling damage is d4 for first 10’, then d6 for each 10’ thereafter. [Success | failed | failed]
* *Back-*attack*:* +4 To Hit if Thief succeeds his *Move Silently* roll or the opponent’s focus is otherwise engaged. Double damage on back-attack, regardless of weapon*.* **There is no double-dagger attack until 4th level.**

*Generating Thief Skill Values.* The algorithm for the thief skills is shown on the last time of Table 17. The other L0 through L4 values are to get a sense of how the skills progress.

* Set the base value for each Special Ability from Table 17. Thief’s Special Abilities by Level for a Level 0 thief.
* Adjust the base value by adding in the values shown in Table 18. Thief Skill Mods by DEX
* Adjust the value by adding in the values shwon for Table 19. Thief Skill Mods by Race (humans have no racial mods)

Table 15. Thief’s Special Abilities by Level

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **LEVEL** | **Find Secret Doors** | **Pick Pockets** | **Open Locks** | **Find/ Remove Traps** | **Move Silently** | **Hide in Shadows** | **Listening** | **Climb Walls\*** |
| L1 | 30 | 30 | 25 | 20 | 21 | 11 | 15 | 82 |
| L2 | 35 | 35 | 29 | 25 | 27 | 17 | 20 | 84 |
| L3 | 40 | 40 | 33 | 30 | 33 | 23 | 25 | 86 |
| L4 | 45 | 45 | 37 | 35 | 39 | 29 | 30 | 88 |
| **L(N)** | **5N+25** | **5N+25** | **4N+21** | **5N+15** | **6N+15** | **6N+5** | **5N+ 10** | **2N+80** |

\* Regardless of the percent calculated, no percent can exceed 98% chance of successs.

**Table 18. Thief Skill Mods by DEX**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **DEX** | **Pick Pockets** | **Open Locks** | **Find/ Remove Traps** | **Move Silently** | **Hide in Shadows** |
| 9 | -15 | -10 | -10 | -20 | -10 |
| 10 | -10 | -5 | -10 | -15 | -5 |
| 11 | -5 | 0 | -5 | -10 | 0 |
| 12 | 0 | 0 | 0 | -5 | 0 |
| 13-15 | 0 | 0 | 0 | 0 | 0 |
| 16 | 0 | +5 | 0 | 0 | 0 |
| 17 | +5 | +10 | 0 | +5 | +5 |
| 18 | +10 | +15 | +5 | +10 | +10 |

The missing skills have DEX-based no mods: Find Secret Doors, Hear Noise, and Climb Walls

Table 15 Racial Adjustment for Thief Skills

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **RACE** | **Find Secret Doors** | **Pick Pockets** | **Open Locks** | **Find/ Remove Traps** | **Move Silently** | **Hide in Shadows** | **Hear Noise** | **Climb Walls** |
| Dwarf | +15\* | 0 | +10 | +15\* | +0 | 0 | 0 | -10 |
| Elf | +0\* | +5 | -5 | 0 | +5 | +10 | +5 | 0 |
| Gnome | +10 | 0 | +5 | +10 | +5 | +5 | +10 | -15 |
| Half-Elf | +0 | +10 | 0 | 0 | 0 | +5 | 0 | 0 |
| Hobbit | +5 | +5 | +5 | +5 | +10 | +15 | +5 | -15 |
| Half-Orc | +5 | -5 | +5 | +5 | 0 | 0 | +5 | -5 |

\*Stone only \*\* Physical search only; Elves can *tingle* to sense secret door

# Assign Special Abilities for Selected Races

The following sections list the Special Abilities for the non-human races; humans do not have Special Abilities. See the section on *Playing* for how these Abilities operate.

***Dwarf Abilities***

* *Infravision 60’:* Ability to see vague shapes of warm bodies (infrared radiation) in the dark.
* *Geasing:* Intentional ability for underground or mining senses; must involve stonework within 10’
* Detect slopes in underground passages (75%);
* Detect new construction in tunnel (75%)
* Detect sliding or shifting walls or rooms (66%)
* Detect stonework traps (50%)
* Determine approximate underground depth (50%)

***Elf Abilities***

* *Resistance to Sleep Spells* (90%): If the d100 resistance roll fails, an Elf still gets an extra Save vs. WIS (See the section on how Save throws work).
* *Resistance to Charm Spells* (90%)*:* If the d100 resistance roll fails, an Elf still gets a d20 < WIS + Magic Attack Mod to save.
* *Infravision 60’:* Ability to see vague shapes of warm bodies (infrared radiation) in the dark.
* *Archery:* All elves get a +1 To Hit when using any kind of bow, except a crossbow.
* *Tingling: A*bility to detect secret doors or concealed doors if within 10’, either actively searching (67%) or to notice in passing (33%).
* *Move Silently:* Non-thief Elves have this ability equal to a first level thief without the DEX mod. For example, L2 Cleric Galdwell can use this ability at 15%.

***Gnome Abilities***

* *Infravision 60’:* Ability to see vague shapes of warm bodies (infrared radiation) in the dark.
* *Geasing:* Intentional ability for underground or mining senses; must involve stonework within 10’
* Detect slopes in underground passages (80%);
* Detect unsafe walls, ceilings, floors (70%)
* Determine direction of underground travel (50%)
* Determine approximate underground depth (60%)

***Half-Elf Abilities***

* *Resistance to Sleep Spells* (30%): If the d100 resistance roll fails, a Half-Elf still gets a Save vs. WIS.
* *Resistance to Charm Spells* (30%*):* If the d100 resistance roll fails, a Half-Elf still gets a Save vs. WIS.
* *Infravision 60’:* Ability to see vague shapes of warm bodies (infrared radiation) in the dark.
* *Tingling: A*bility to detect secret doors or concealed doors if within 10’, either actively searching (33%) or to notice in passing (16%).

***Hobbit Abilities***

* *Resistance to Poison*: Hobbit gets a special Save. They include both HP Mod and Magic Attack Mod into the Save. Ex: For CON = 15, HP Mod = +1, MAM = +4, then Save is d20 <= CON/3 + 1 + 4 = 10.
* *Infravision 30’:* Ability to vaguely see warm bodies (infrared radiation) in the dark.
* *Geasing:* Intentional ability for underground or mining senses; must involve stonework within 10’
* Detect slopes in underground passages (75%);
* Determine direction of underground travel (50%)

***Half-Orc Abilities***

* *Infravision 60’:* Ability to vaguely see warm bodies (infrared radiation) in the dark.

# Assign an Occupation and Occupational Skills

Randomly roll percentage dice to find the former occupation (before they became a Hero) from **Table 19,** and assign the occupational skills to the Hero from **Table 20.** If the occupation is None, then roll again for a second attempt. If that fails, the Hero has a fomer occupation of NONE, which has *No Skills*.

*Special Note on Kits:* Some occupations require Kits, and each Kit contains a fixed value in gp. Each skill use deducts a cost in materials (value) from the Kit. When the Kit value = 0, the Kit is exhausted and the skills do not work anymore. The Character will own the Kit of his/her occupation at Level 0, but they may also be bought in a Town having the proper shop. They cost to purchase the Kit is equalt to the gp value of the Kit.

# Assign Spells

Level 0 Magic User: For the Level 0 Magic User, assign the *Read Magic* spell in the Spell section of the Character sheet, plus one L1 spell of their choice. Initial Level 1 characters get a second spell of their choice.

Level 0 Cleric: Assign the 12 Level 1 spells available in the Spell section of the Character sheet. However, the L0 and L1 clerics have a same number of spell points to start.

# Assign Automatic Inventory

All Characters do not come naked into the game, even at Level 0. Assign the following inventory items at no cost during Character generation. Characters may buy additional inventory in Town later.

**All Characters get the Following**

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| Backpack | Water/wine skin | Leather boots |
| Tinderbox | Small belt pouch | Belt & Breeches \* |
| Torch | Rations, 3 days | Shirt & Cloack |

**Special items for certain Klasses.**

* Assign Clerics a Holy Symbol, a Sacred Satchel for spell materials, and a quarterstaff.
* Assign Magic Users a Magic Book, Magic Bag for spell materials and a walking staff
* Assign Fighters and a short sword
* Assign Thieves their Thieve’s Kit and a dagger
* Assign the Occupation Kit to any occupation that requires a Kit

**Table 19. Occupations and Special Abilities**

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| **Requirement** | **Occupation** | **Special Abilities/Notes** |
| INT > 14 | Academic | Knows diverse information, court politics and bureaucrats.   * *General Knowledge*. * *Concentration*   If CHR > 14, *Diplomacy* |
| DEX > 14 | Acrobat | Acrobatic and aerial body control.   * *Climb Walls* as 1st Level Thief skill at –1 DEX * *Balance* * *Escape Artist* * *Jump* * *Tumble* |
| INT > 14 | Alchemist | Knows chemicals and elixirs. Owns *Alchemists Kit.*   * *Arcane knowledge* |
| WIS > 14 | Apothecary | Knows herbs, ointments, and medicines. *Owns Alchemists Kit.*   * *Natural Knowledge* |
| None | Armorer | Makes/repairs metal armor, helmets, and shields. Owns *Metalsmith Kit*.   * *Repair armor* |
| None | Banker | Financial Businessman.   * *Brokering*   If INT > 15, can *Appraise*. |
| None | Bowyer | Makes bows and arrows. Owns *Woodworking Kit.*   * *Bowmaking* |
| None | Carpenter | Knows wood and wood-working tools. Owns *Woodworking Kit.*   * *Find Secret Doors in Wood* |
| None | Farmer | Knows plants, common herbs, greenery.   * *Identify plants* * *Predict Weather* |
| None | Fisher | Has knowledge related to bodies of fresh water and lakes. Owns *Sewing Kit.*   * Netmaking   If STR > 14, has *Fast Swim*: |
| None | Forester | Has natural knowledge of wooded areas. When in forest,   * *Hide in Shadows* as 1st Level Thief skill; * *Moving Silently* as 1st Level Thief skill; * *Wilderness Lore* * *Intuit Outdoor Direction .* * *Spot Details*   If STR > 14, has *Fast Swim* skill |
| None | Freighter | Businessman. Ships cargo in wagons; Owns *Woodworking Kit.*  *Cargo Transport*   * *Negotiations*   If WIS > 14, has *Train Animal* |
| None | Gambler | Skilled in games of chance:   * *Luck* * *Picking Pockets* as 1st Level Thief skill. * *Opening Locks* as 1st Level Thief skill * *Bluff* * *Sense Motive* |
| None | Hunter | Tracks and kills wild animals for food. When outside,   * *Hunting* * *Set/Find Traps* at 1st Level Thief skill (for simple traps like snares and deadweights); * *Moving Silently* at 1st Level Thief skill; * *Hiding in Shadows* at 1st Level Thief skill ; * *Spot* Details   If CHR > 14, *Intimidate*  If CON > 14, *Listening* |
| None | Husbandman | Knows livestock of all kinds (horses, sheep, cattle, pigs), and herds   * *Husbandry*   If WIS > 14, *Animal Empathy*  If WIS > 14, *Handle Animal* |
| None | Innkeeper | Businessman. Runs crowded places, people-oriented, business savvy.   * *Negotiation* * *Sense Motive*   If CHR > 14, *Gather Information*  If INT > 14, *Read Lips* |
| None | Jeweler | Recognizes true value of gems, jewelry, etc. Works intricate devices such as a watchmaker.   * A*ppraise* on sight.   If DEX > 14, *Open Locks*. as 1st Level Thief skill. |
| None | Leatherworker | Tans hides and makes leather items, e.g. leather armor and boots. Owns *Leatherworker’s Kit*.   * *Leatherworking* |
| None | Painter | Paints buildings, mixes paints.   * *Painting*   If CHR > 14, *Gather Information* |
| None | Mason | Constructs buildings, works mortar, lays brick; knows stonework.  If INT > 14, *Find Secret Openings in Stonework* |
| None | Miner | Digs ore from caverns and mines. Knows rock and ores.   * *Intuit Underground Direction* * *Cavern Lore*   If INT > 14, *Find Openings in Stonework* : |
| INT > 14 | Navigator (ship) | Knows direction at sea; plots water course without getting lost   * *Predicts weather*. * *Water Lore* * *Intuit Outdoor Direction* * *Spot Details*   If STR > 14, has *Fast Swim* skill. |
| None | Sailor | Knows ships; has natural knowledge of bodies of water. In the field,   * *Make Raft;* needs hand axe.   If STR > 14, *Fast Swim* skill |
| None | Shipwright | Builds ships. Knows wood and wood-working tools. In the field,   * *Make Raft*; needs hand axe.   If STR > 14, *Fast Swim* skill |
| None | Tailor | Makes clothing, knows dyes. Owns *Sewing Kit.*   * *Sewing*   If CHR > 14, *Gather Information* |
| None | Trader | Businessman. Familiar with transport equipment.   * *Brokering* * *Sense Motive*.   If CHR > 14, *Diplomacy* |
| None | Trapper | Catches animals for tanning and money. Recognizes value of furs and animals, wild or domestic.   * *Trapping* * *Wilderness Lore* * *Spot Details*   If DEX > 14 and INT > 14, *Disable Device Skill:* |
| None | Weaponsmith | Knows metal weapons of all types and metalworking. Owns *Metalsmith Kit.* In the field can   * *Make Weapons* |
| None | Weaver | Makes tapestries, rugs, bed clothing. Knows dyes.   * *Appraise tapestries.* |
| None | Woodworker | Builds wood furniture, cabinets. Knows wood and wood-working tools. Owns *Woodworking Kit*   * *Find Secret Openings in Woodwork* * *Woodworking*   If DEX > 14 and INT > 14, *Disable Device*. |
| None | NO SKILL | No special abilities. Towns are filled with plenty of this kind of NPC. There are many reasons why an unskilled person may become an Adventurer. The Character was a general laborer looking for fame; or a no-for-good looking for quick cash and glory, or who turned over a new leaf. Perhaps they are very young and looking to become something important. |

\* Skills not used, or used in some variation, from 3rd edition Players Manual: *Craft, Decipher Script, Disguise, Forgery, Heal, Innuendo, Knowledge, Perform, Profession, Ride, Scry, Speak Language, Use Magic Device, Use Rope*

If the Character has no Kit when promoted to Level 1, then a friendly shop or Guild will provide one for free as part of the promotion. Kits are provided without cost at Promotion only by the following:

* *Alchemists’ Kit* from MagicUser Guild only (100gp)
* *Leatherworkers’ Kit*  from any leatherworker or similar shop in town (50 gp).
* *Metalsmiths’ Kit* from any armorer in a castle or fortress housing fighters of good alignment (50gp)
* *Sewing Kit*  from any tailorshop, weaver, clothes dyer, or similar shop in town (30gp)
* *Woodworking Kit*  from any carpenter, cabinetmaker, or similar shop in town (50 gp).

Only a Thief can purchase a *Thief’s Kit* (50 gp), and only from a Thieves’ Guild at that price; otherwise the Thief’s Kit costs 100 gp but still needs to be re-equipped at 50 gp use. Thief’s Kits are never given for free.

**Table 20. Descriptions of Special Abilities**

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| **ABILITY** | **DESCRIPTION** |
| Animal Empathy | Emotional communication with animals |
| Appraise Tapestries. | Find selling value of tapestries |
| Appraise Jewelry | Find selling value of gems and jewelry |
| Balance | +1 DEX for all balancing tasks and saving throws requiring balance |
| Bluff | +2 CHR if the lie is only a matter of luck that listener believes him. |
| Bowmaking | In the field, and if proper materials are available (armor and weapons are at –1), can   * Make short bow (-1 to hit) (20gp, 3 days). * Arrows (-1 damage) need one bird (for feathers); (1gp per 3d4+2 arrows per day). |
| Brokering | * Gets +10% discount on financial transactions in town * No-fee banking. * +1 CHR when negotiating money deals. |
| Cavern Lore | * +1 WIS to guide party through caverns and avoid natural hazards; * Can navigate caverns without getting lost. * Identify most rock ores; +1 INT on rarer ores. * Use picks and shovels as weapons at +1, +1 normal. * *Intuit Underground Direction* * *Find Openings in Stonework* |
| Climb Walls | Same a Thief Ability at –1 DEX |
| Concentration | +1 Save vs CON to avoid distraction when actively using it (typically used during spell casting for spell caster classes, to prevent the spell aborting). |
| Diplomacy | +1 CHR for political negotiating contexts |
| Disable Device | Same as 1st Level Thief *Remove Traps* at –1 DEXwithout *Find/Make Traps;*  +1 to undo or jam wooden devices or traps |
| Escape Artist | +1 DEX to slip from manacles, ropes, or through tight spaces. |
| Fast Swim | Gains +1 Block Movement when moving in water or underwater (normal water-moving penalty = half BM); gets +4 on falling into water Save due to Diving. |
| Find Secret Doors in Woodwork | +10% chance to find secret doors in wood work (e.g. wall panels, cabinets). |
| Find Secret Doors in Stonework | +10% chance to find secret doors in constructed stone work (e.g. cavern walls, floors, fireplaces) and natural stone work; avoid natural cavern pitfalls. |
| Gather Information | +2 CHR to hear rumor when in an inn, on the job, or at similarly crowded place, from innkeeper, servers, etc., or to find contact information for a key town person. |
| Hiding in Shadows |  |
| Hunting | Gets +20% chance of finding wild game |
| Husbandry | Catch animals alive at +10%  *Heal* d2 points of human damage from veterinarian skills. Needs herbs.  *Slow poison* from veterinarian skills. Needs herbs. |
| Identify Plants | +1 INT on rarer items. |
| Intimidate | +1 CHR to get info from prisoners or back down a bully. |
| Intuit Outdoor Direction | +1 WIS to know direction of travel when outside |
| Intuit Underground Direction | +1 WIS to know direction when underground*.* |
| Jump | +2 Action Points for leaping chasms or reaching lower tree branches. |
| Knowledge, Arcane | Has specific knowledge of topic at +1 INT (chemical, physical, magical) for specific inquiry, including:  Identify substance (retry w/Kit, 2gp, 1 hr);  Identify potion (retry w/Kit, 2gp, 1hr);  Make acid (half-pint, d4 damage or dissolve metal; 15 gp, 1 hr, in town only);  Make weak explosive (2d6 damage; 5gp, 1 hr);  Make medium explosive (3d8 damage, 20gp, 4hr, in town only) |
| Knowledge, General | Has +1 INT to any general question on specific topic. |
| Knowledge, Natural | Has specific knowledge of topic at +1 WIS: (biological, chemical) for specific inquiry, including:  Identify substance (retry w/Kit, 3gp, 1 hr);  Identify potion (retry w/Kit, 3gp, 1 hr);  Detect poison in bottle or by symptoms of person (retry w/Kit , 10gp, 1hr)  Identify potency and kind of poison after detection (retry w/Kit, 20gp, 1hr)  Make weak medicinal potions (d4 healing; 10gp, 1hr)  Make medium medicinal potions (2d6 healing ; 20gp, 4hr) in town.  Make weak poison (d4; 5gp; 1 hr)  Make weak antitoxin (10% slow poison; 10gp, 1hr )  Make medium poison (2d6 damage, 40gp, 4hr) in town. |
| Leatherworking | Needs Leatherworking Kit.  Makes leather armor (10gp, 3 days)  Makes boots or gloves (5gp, 1 day) |
| Listening | +1 Save vs CON to not be surprised or to eavesdrop. |
| Luck | Gets +1 on all saving throws involving luck and risk-taking; +2 on all throws involving game luck. |
| Make Raft | Make sailing raft; needs hand axe |
| Make Weapons | *Make/Repair Small Non-Missile Weapons* (all at –1 to hit or –1 damage):  small metal shield (12gp, 4hr);  dagger ( 5gp, 2hr);  battle axe (5gp, 2hr, need hand axe);  spear (5gp, 2hr);  short sword, no scabbard (10gp, 1day)  *Make Small Missile Weapons* (all at –1 to hit or –1 damage):  throwing (battle) axe (5gp, 2hr, need hand axe);  bolts: light (10sp; 15 minutes) or heavy (1gp; 30 minutes);  sling bullet (no sling) or darts (1gp per 3d6 bullets or darts per 4 hrs) |
| Moving Silently |  |
| Negotations | +1 CHR when negotiating money deals. |
| Net Making | Makes/repairs a 10x10 ft net, needs 50’ rope (2 days), that can provide 10d4 fish per day for food. |
| NO SKILLS | No special abilities. Towns are filled with plenty of this kind of NPC. There are many reasons why an unskilled person may become an Adventurer. The Character was a general laborer looking for fame; or a no-for-good looking for quick cash and glory, or who turned over a new leaf. Perhaps they are very young and looking to become something important. |
| Painting | Paints buildings, mixes paints. |
| Picking Pockets |  |
| Predict Weather | Predict next-day weather at +2 WIS. |
| Read Lips | Can understand about one minute of the speaker’s speech if less than 30 ft away and knows the language. |
| Repair armor | In the field, and if proper materials are available (armor and weapons are at –1), can  Make shields: small metal (10gp, 1 day) or small wooden (2gp, 4hr)  Convert lantern: open (hooded) to bulls-eye lantern (10gp, 4hr)  Make caltrop from 4 spikes (1gp, 1hr) |
| Sense Motive | +1 WIS to determine if person is lying or bluffing. |
| Sewing | In the field, with proper materials: makes clothing: belt (1gp, 1 hr); boots (5gp, 1day); cloak (1gp, 1 hr ); hat (1gp, 1hr); |
| Slow Poison | Same as spell for 2 rounds (absorbs/negates all poison points per round) |
| Spot Details | +2 WIS: sharp-eyed, notice details such as ambushing bandits, obscure items in dim room, centipede in pile of trash. |
| Train Animals | Can train animals or work teams |
| Trapping | Catch animals alive at +20%  Uses following 1st Level Thief skills at –1 DEX:  *Set/Find/Remove Traps* (for simple traps like snares and deadweights)  *Move Silently*  *Open Lock*  *Hiding in Shadows.* |
| Tumble | Land softer when falling (reduce damage d3), dive tumble over opponents (+2 AC during tumble). |
| Water Lore | +1 WIS to guide party through water areas and avoid natural hazards. |
| Wilderness Lore | Guide party through badlands and avoid natural hazards; can navigate outdoor course without getting lost; can survive off the land. |
| Woodworking | Makes repairs/modifications to wooden items stock, e.g. repair crossbows (but not bows), add secret compartment to chest; |