title: HAMMERCRAWL! RPG Player's Guide Part 2
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CHAPTER: Creating Your Character

Character Creation in HAMMERCRAWL!

You will need the following for this process:

- A printed character sheet or other such notepad

- A writing utensil

- A full set of gaming dice

Sidebar: The Online Generation Method

I strongly recommend using **my companion random character generator program** for this process. It allows entire stacks of characters to be generated with a few keystrokes. Hammersmiths can thus create a single pile of replacement characters for instant access and insertion into an ongoing dungeon, saving time in longer play sessions with high death tolls.

Step 1: Roll Your Class

First and foremost, you must randomly determine your new character's Class. Roll 3d6, and then consult the following table:

Roll	Class
3-4	Elf Exemplar
5-7	Dwarf Defender
8-13	Human*
14-16	Halfling Burglar
17-18	Half-ogre Berserker

*If human, roll 1d4 to determine your actual class:

1. Cleric

2. Explorer

3. Fighter

4. Magic-User

Note: These tables are for a primarily humanocentric fantasy setting, such as that established in The OG. Adjust these as needed for your campaign setting.

Step 2: Record your Class Data

Each class has its own special rules and abilities. Take note of yours using the references below.

Dwarf Defender (Warrior)

- **Prime Stats:** STR, CON

- **Hit Die:** 1d8

- **Hit Points:** HD Max + Con mod + 3/level

- **Attack Rank:** A: You add your level to your attack rolls.

- **Base Movement:** 25

- **Saving Throws:**

    - **Good:** Body, Death = add your level to your roll.

    - **Okay:** Luck, Rally = add 1/2 your level (round down) to the roll.

    - **Bad:** Mind, Area = add 1/3 your level (round down) to the roll.

- **Gear Restrictions:** Can use all weapons, shields, and armour except longbows.

- **Bonus Languages:** Dwarf

Born in Armour: Dwarves wearing heavy armour or plate do not suffer the armour's usual penalties to DEX-based skills. Heavy and plate armour never reduces their movement speed.

Born of Earth and Stone: Dwarves are never lost when underground with solid earth or stone beneath their feet. They know the local grades and depth, and can feel air flow naturally. They have a 50% chance of detecting hidden stonework just by passing, and automatically find it if they spend a Beat searching.

Dwarf Battlemaster: Dwarves have a bonus melee-only Combat Die at first level (giving them two), and gain a new one at levels 5, 10, and 15. When attacking, a Dwarf declares their target(s) and then rolls all of their Combat Dice, but only one damage die. Each attack that hits applies the same amount of damage.

Dwarven Resilience: Dwarves have a Boon on all of their Good saves.

Shield Brothers: Dwarves can use a Shield Bash with any one of their successful Combat Dice. Additionally, dwarves do not lose the Defense bonus of their shield when using the bash.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	1	0	1	0	1	0	0
2	2	0	2	0	2	1	1

Level	Attack	Area	Death	Mind	Body	Luck	Rally
3	3	1	3	1	3	1	1
4	4	1	4	1	4	2	2
5	5	1	5	1	5	2	2
6	6	2	6	2	6	3	3
7	7	2	7	2	7	3	3
8	8	2	8	2	8	4	4
9	9	3	9	3	9	4	4
10	10	3	10	3	10	5	5
11	11	3	11	3	11	5	5
12	12	4	12	4	12	6	6
13	13	4	13	4	13	6	6
14	14	4	14	4	14	7	7
15	15	5	15	5	15	7	7

Elf Exemplar (Hybrid)

- **Prime Stats:** DEX, INT

- **Hit Die:** 1d6

- **Hit Points:** HD Max + Con mod + 2/level

- **Attack Rank:** B: You add 1/2 your level (rounded down) to attack rolls.

- **Base Movement:** 30

- **Saving Throws:**

    - **Good:** Mind, Death = add your level to your roll.

    - **Okay:** Body, Area, Rally = add 1/2 your level (round down) to the roll.

    - **Bad:** Luck = add 1/3 your level (round down) to the roll.

- **Gear Restrictions:** Can use all weapons, shields, and armour. Armour may limit spellcasting.

- **Bonus Languages:** Elf

Ageless Perfection: Elves are immune to sleep, charm, slow, haste, aging, and energy drain effects, *unless* those effects are results of the magic of an Elf (self or other, alive or undead).

Ancient Arcanists (Spellcaster): Elves can cast magical spells. Elves begin the game with a spellbook containing the cantrip *Red Magic*. Additionally the book contains a base of one (1) randomly-determined bonus level 1 spell. This number of bonus spells is directly modified by the Elf's INT mod, which can reduce the bonus amount to zero (but not lower). The Elf can choose to gain two (2) random bonus cantrips in place of any one (1) bonus level 1

spell.

At each new level the Elf adds one (1) new spell to their book from their own ongoing experimentation, and they can add more by transcribing scrolls and magical texts found in dungeons. Spells are memorized, cast and forgotten per normal magic rules.

At the start of play, a new Elf can only cast level 1 spells. This maximum spell level increases by +1 at every odd-numbered level of experience.

Armoured Spellcaster: Elves are better at casting in armour than humans. Elves suffer no chance of spell failure in Light armour, and a 25%/50% chance when wearing heavy/plate armours, respectively. Failed spells are forgotten per normal rules.

Blade Dancer: Elves are skilled at fighting with two weapons at once. When dual-wielding, Elves increase their melee-only Defense by the melee damage bonus of their off-hand weapon.

Keen Awareness: Elves are spatially aware of their surroundings at all time. They have a 50% chance of noticing concealed *non-stonework* doors and panels simply by passing near them, and automatically find them if they spend a Beat searching.

War Adept: Elves have a bonus Combat Die at first level (giving them two), and gain a new one at levels 5, 10, and 15. When attacking, an Elf declares their target(s) and then rolls all of their Combat Dice, but only one damage die. Each attack that hits applies the same amount of damage.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	0	0	1	1	0	0	0
2	1	1	2	2	1	0	1
3	1	1	3	3	1	1	1
4	2	2	4	4	2	1	2
5	2	2	5	5	2	1	2
6	3	3	6	6	3	2	3
7	3	3	7	7	3	2	3
8	4	4	8	8	4	2	4
9	4	4	9	9	4	3	4
10	5	5	10	10	5	3	5
11	5	5	11	11	5	3	5
12	6	6	12	12	6	4	6
13	6	6	13	13	6	4	6
14	7	7	14	14	7	4	7

Level	Attack	Area	Death	Mind	Body	Luck	Rally
15	7	7	15	15	7	5	7

Halfling Burglar (Rogue)

- **Prime Stats:** DEX, CHA

- **Hit Die:** 1d6

- **Hit Points:** HD Max + Con mod + 2/level

- **Attack Rank:** B: You add 1/2 your level (rounded down) to attack rolls.

- **Base Movement:** 20

- **Saving Throws:**

    - **Good:** Area, Body, Death, Luck, Mind, Rally = add your level to your roll.

    - **Okay:** None

    - **Bad:** None

- **Gear Restrictions:** Can use all small weapons one-handed, or medium two-handed. Cannot use two-handed human-sized weapons. Can use shields.

- **Bonus Languages:** Halfling

Backup Fighter: Halflings can function as fighters of a sort, when needed. Halflings gain a bonus Combat Die at levels 4, 8, and 12. When attacking, a Halfling declares their target(s) and then rolls all of their Combat Dice, but only one damage die. Each attack that hits applies the same amount of damage.

Backup Explorer: Halflings have the following Dungeon Skills:

- Break & Enter (DEX)

- Climb & Leap (STR, with a Bane)

- Find & Seek (WIS)

- Hide & Sneak (DEX, with a Boon)

- Snatch & Grab (DEX)

These are used as per normal Dungeon Skill rules. Unlike Explorers, Halfling Dungeon Skills do not evolve magically.

Often Overlooked: Unless their actions indicate them to be an obvious threat, or their opponents are otherwise specifically predisposed against them, a halfling is always attacked last.

Sudden Inner Strength: A Halfling can draw from their inner strength for a sudden display of unexpected fierceness. By spending 1 Hit Point before they roll their attacks, they can increase the damage die size for their attacks this round by one step.

Tactical Attacker: Halflings receive a Boon on Tactical Attacks.

Wee: Halfling size limits a few of their combat options. They cannot use polearms, long bows, heavy crossbows, or any other weapons that require two hands for humans. Additionally, all item encumbrance sizes are considered one step higher for the Halfling.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	0	1	1	1	1	1	1
2	1	2	2	2	2	2	2
3	1	3	3	3	3	3	3
4	2	4	4	4	4	4	4
5	2	5	5	5	5	5	5
6	3	6	6	6	6	6	6
7	3	7	7	7	7	7	7
8	4	8	8	8	8	8	8
9	4	9	9	9	9	9	9
10	5	10	10	10	10	10	10
11	5	11	11	11	11	11	11
12	6	12	12	12	12	12	12
13	6	13	13	13	13	13	13
14	7	14	14	14	14	14	14
15	7	15	15	15	15	15	15

Half-ogre Berserker (Warrior)

- **Prime Stats:** STR, CON
- **Hit Die:** 1d10
- **Hit Points:** HD Max + Con mod + 4/level
- **Attack Rank:** A: You add your level to your attack rolls.
- **Base Movement:** 30
- **Saving Throws:**
    - **Good:** Body, Death = add your level to your roll.
    - **Okay:** Area, Rally = add 1/2 your level (round down) to the roll.
    - **Bad:** Mind, Luck = add 1/3 your level (round down) to the roll.
- **Gear Restrictions:** Can use all weapons and shields. Armour must be custom made.

- **Bonus Languages:** Ogre

Chaotic Nature: Berserkers cannot be aligned to Law.

Large and in the Way: Half-ogres stand around 7 feet tall or more, and are built like icehouses. All armour must be custom made for them at increased costs and time, and only Halfling-sized creatures or smaller can move through their occupied space if minis and a battlemat are in use. Additionally, they can stow Huge items in gear for 3 encumbrance slots each.

Murderous Rage: Berserker blood is instilled with traces of the same dark rage that drives their ogrish ancestors to war against the kingdoms of humans. When a Berserker takes damage, they must make a Mind save (target: 12) or go into an uncontrollable violent fury. During this rage, they receive the following adjustments:

- they have one (1) additional Combat Dice (this increases to two at level 7, and three at level 14),
- they gain temporary hit points = 1/2 their HP total (rounded up),
- they have two (2) Banes on all saves except Body and Death, which both receive two (2) Boons.

While in their Rage, on their turn in combat they must take action according to the following priority chain - higher-listed actions are mandatory if possible:

- Melee Attack the strongest-looking enemy within immediate striking range.
- Move to the strongest-looking enemy within charging range and Melee Attack them.
- Thrown (Missile) attack the strongest-looking enemy within Thrown Range.
- Melee Attack the strongest-looking *standing* living creature (friend or foe) within immediate striking range (Mind Save DC 12 each time to avoid attacking an ally).
- Mind Save (target: 15) as the rage runs out: if successful the Berserker's mind clears and they spend the round panting, if failed they Collapse to the ground unconscious (remain unconscious for 3d6 minutes).

A Berserker can choose to voluntarily fail either save and willingly let the rage overtake them and/or knock them unconscious afterward. They can also trigger it on their own by causing themselves 1 point of damage with a weapon.

Savage Warrior: Berserkers gain a bonus Combat Die at levels 5, 10, and 15. These dice are cumulative with those acquired from their rage. When attacking, a Berserker declares their target(s) and then rolls all of their Combat Dice, but only one damage die. Each attack that hits applies the same amount of damage.

Two-Hander: When using a two-handed melee weapon, Berserkers use d12 damage dice with their attacks (instead of d10), applying the result to all attacks that hit.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	1	0	1	0	1	0	0
2	2	1	2	0	2	0	1
3	3	1	3	1	3	1	1

Level	Attack	Area	Death	Mind	Body	Luck	Rally
4	4	2	4	1	4	1	2
5	5	2	5	1	5	1	2
6	6	3	6	2	6	2	3
7	7	3	7	2	7	2	3
8	8	4	8	2	8	2	4
9	9	4	9	3	9	3	4
10	10	5	10	3	10	3	5
11	11	5	11	3	11	3	5
12	12	6	12	4	12	4	6
13	13	6	13	4	13	4	6
14	14	7	14	4	14	4	7
15	15	7	15	5	15	5	7

Human Cleric (Caster)

- **Prime Stats:** WIS, CHA
- **Hit Die:** 1d6
- **Hit Points:** HD Max + Con mod + 2/level
- **Attack Rank:** B: You add 1/2 your level (rounded down) to attack rolls.
- **Base Movement:** 30
- **Saving Throws:**

    - **Good:** Luck, Rally = add your level to your roll.
    - **Okay:** Mind, Body, Death = add 1/2 your level (round down) to the roll.
    - **Bad:** Area = add 1/3 your level (round down) to the roll.

- **Gear Restrictions:** Can use all weapons, shields, and armour that are not otherwise prohibited by their deity.
- **Bonus Languages:** None

Aligned to the Gods: Clerics must believe in a great deific cause, and as such cannot be of Neutral alignment.

Heavenly Power (Spellcaster): Clerics channel the divine will of their deities to cast magical spells. Clerics begin the game with a holy prayerbook which contains a base of two (2) randomly-determined cantrips and two (2) random level 1 spells in the form of clerical prayers. This number of bonus level 1 spells is directly modified by the Cleric's WIS mod, which can reduce the bonus amount to zero (but not lower). The Cleric can choose to gain two (2) random bonus cantrips in place of any one (1) bonus level 1 spell.

At each new level the Cleric is divinely inspired to add two (2) new prayers to their book, and they can add more by sanctifying, converting, and transcribing prayers to other gods found on scrolls and books in dungeons. Spells are memorized, cast and forgotten per normal magic rules.

At the start of play, a new Cleric can only cast level 1 spells. This maximum spell level increases by +1 at every odd-numbered level of experience.

Turn Away the Unholy Once per Day per Level of Experience, a Cleric can hold aloft the symbol of their righteous faith and turn back undead, devils, demons, and any others that the Hammersmith deems to be enemies of their faith. All such opponents must make Mind saves based on the difference in Level/HD Tiers. Targets who fail this save must cower, flee, or possibly even take damage or be destroyed.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	0	0	0	0	0	1	1
2	1	0	1	1	1	2	2
3	1	1	1	1	1	3	3
4	2	1	2	2	2	4	4
5	2	1	2	2	2	5	5
6	3	2	3	3	3	6	6
7	3	2	3	3	3	7	7
8	4	2	4	4	4	8	8
9	4	3	4	4	4	9	9
10	5	3	5	5	5	10	10
11	5	3	5	5	5	11	11
12	6	4	6	6	6	12	12
13	6	4	6	6	6	13	13
14	7	4	7	7	7	14	14
15	7	5	7	7	7	15	15

Human Explorer (Rogue)

- **Prime Stats:** DEX, INT
- **Hit Die:** 1d6
- **Hit Points:** HD Max + Con mod + 2/level
- **Attack Rank:** C: You add 1/3 your level (rounded down) to attack rolls.
- **Base Movement:** 30

- **Saving Throws:**

    - **Good:** Area, Luck = add your level to your roll.

    - **Okay:** Death, Rally = add 1/2 your level (round down) to the roll.

    - **Bad:** Mind, Body = add 1/3 your level (round down) to the roll.

- **Gear Restrictions:** Explorers can use all missile weapons, and all 1-handed melee weapons. They can use light armour, bucklers, and small shields.

- **Bonus Languages:** Underworld

Dungeon Skills: Explorers have access to a special array of professional skills which can allow them special unique methods to assess and even bypass dangers. Many of these may seem like common skills anyone can have, but Explorers just happen to be almost superhuman with them. These skills (and their base modifying stats) are:

- Appraise & Identify (INT)

- Break & Enter (DEX)

- Climb & Leap (STR)

- Find & Seek (WIS)

- Forge & Decipher (INT)

- Hide & Sneak (DEX)

- Lie & Cheat (CHA)

- Snatch & Grab (DEX)

At first level the Explorer must randomly determine one Dungeon Skill to be their **Bailiwick**, and one to be their **Failing**. The Explorer receives a Boon on checks related to their Bailiwick, and a Bane on checks related to their Failing.

At first level, the Explorer's skills only work on a "mundane" level. At ninth level, the Explorer's skills evolve to function on a magical level as well, albeit with a Bane in such circumstances. Dungeon Skills and their uses are explained in greater detail in the "Playing Your Character" chapter of this document.

Dungeon-wise: Once per adventure per experience level, the Explorer can attempt to reroll a failed Dungeon Skill check. This count resets upon Returning to Town.

Opportunist: When an Explorer is using a melee weapon to attack a foe against which the Explorer either has net attack Boons or is hidden from perception, the Explorer doubles their damage against that foe on a successful hit. This multiple increases by +1 at levels 3, 6, 9, 12, and 15.

Tactical Attacker: Explorers receive a Boon on Tactical Attacks.

Trapwise: Explorers receive a Boon on all Saves against the effects of Traps. This increases to two Boons at level 4, three Boons at level 9, and four Boons at level 13.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	0	1	0	0	0	1	0
2	0	2	1	0	0	2	1
3	1	3	1	1	1	3	1
4	1	4	2	1	1	4	2
5	1	5	2	1	1	5	2
6	2	6	3	2	2	6	3
7	2	7	3	2	2	7	3
8	2	8	4	2	2	8	4
9	3	9	4	3	3	9	4
10	3	10	5	3	3	10	5
11	3	11	5	3	3	11	5
12	4	12	6	4	4	12	6
13	4	13	6	4	4	13	6
14	4	14	7	4	4	14	7
15	5	15	7	5	5	15	7

Human Fighter (Warrior)

- **Prime Stats:** STR, CON
- **Hit Die:** 1d8
- **Hit Points:** HD Max + Con mod + 3/level
- **Attack Rank:** A: You add your level to your attack rolls.
- **Base Movement:** 30
- **Saving Throws:**
    - **Good:** Body, Death, Rally = add your level to your roll.
    - **Okay:** Area = add 1/2 your level (round down) to the roll.
    - **Bad:** Mind, Luck = add 1/3 your level (round down) to the roll.
- **Gear Restrictions:** Fighters can use all weapons, shields, and armour.
- **Bonus Languages:** None

Combat Superiority: Fighters have a bonus Combat Die at first level (giving them two), and gain a new one at levels 3, 6, 9, 12, and 15. When attacking, a Fighter declares their target(s) and then rolls all of their Combat Dice, but only one damage die. Each attack that hits applies the same amount of damage.

Not Today!: At first level and each level after, the Fighter gains a single use of "Not Today!" When a Fighter would take damage (from any source) that would reduce their Hit Points from positive to Zero or below, they can spend a use to negate all of the damage from that attack. These uses accumulate with each level, but each use is permanently lost upon spending.

Primary Tank: When leveling up, Fighters reroll their Hit Points twice, and keep the best result.

Shield-Trained: Fighters can use a Shield Bash with any one of their successful Combat Dice. After a bash, the Fighter loses the shield's Defense bonus until the start of their next turn in combat.

Two-Hander: When using a two-handed weapon, Fighters roll an *extra* damage die with their attacks, applying the result to all attacks that hit.

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	1	0	1	0	1	0	1
2	2	1	2	0	2	0	2
3	3	1	3	1	3	1	3
4	4	2	4	1	4	1	4
5	5	2	5	1	5	1	5
6	6	3	6	2	6	2	6
7	7	3	7	2	7	2	7
8	8	4	8	2	8	2	8
9	9	4	9	3	9	3	9
10	10	5	10	3	10	3	10
11	11	5	11	3	11	3	11
12	12	6	12	4	12	4	12
13	13	6	13	4	13	4	13
14	14	7	14	4	14	4	14
15	15	7	15	5	15	5	15

Human Magic-User (Caster)

- **Prime Stats:** INT (only)
- **Hit Die:** 1d4
- **Hit Points:** HD Max + Con mod + 1/level
- **Attack Rank:** D: You have no level-based combat bonus to attacks.
- **Base Movement:** 30

- **Saving Throws:**

  - **Good:** Mind = add your level to your roll.

  - **Okay:** Luck = add 1/2 your level (round down) to the roll.

  - **Bad:** Body, Area, Death, Rally = add 1/3 your level (round down) to the roll.

- **Gear Restrictions:** Can not use two-handed melee weapons except staves. Can not wear heavy armour or use shields. Other armour can cause spell failure.

- **Bonus Languages:** None

Armour-Inept: Magic-users cannot wear Heavy armour, and suffer a chance of spell failure while wearing other armour. In Light armour, the chance is 50%, and in Medium armour the chance is 75%. Failed spells are forgotten per normal rules.

Bloodcaster: Magic-users can choose to take damage instead of forgetting spells. The amount of HP damage taken is equal to the level of spell just cast. If below Zero HP, this burns CON instead.

Highcaster: Magic-users (only) can prepare and even attempt to cast spells of higher level than they normally would be able to, provided they have a copy of the spell in their book. Casting the spell requires permanent loss of INT score equal to the difference in allowed spell levels. Such INT loss can only be regained through the use of the Cleric's *Restoration* spell. Spells are memorized, cast and forgotten per normal magic rules.

Magical Mind: Magic-users can cast the level 1 spell *Detect Magic* at will as if it were a Cantrip. If the Magic-User forgets it in place of another spell, they cannot re-cast it until it is re-memorized.

Wizardly Ways (Spellcaster): Magic-users are best known for their ability to cast magical spells. Magic-Users begin the game with a spellbook containing two (2) random cantrip spells, and the level 1 spell *Detect Magic*. Additionally the book contains a base of two (2) randomly-determined bonus level 1 spells in the form of arcane formulae. This number of bonus spells is directly modified by the Magic-User's INT mod, which can reduce the bonus amount to zero (but not lower). The Magic-User can choose to gain two (2) random bonus cantrips in place of any one (1) bonus level 1 spell.

At each new level the Magic-user adds two (2) new spells to their book from their own ongoing experimentation, and they can add more by transcribing scrolls and magical texts found in dungeons. Spells are cast and forgotten per normal magic rules.

At the start of play, a new Magic-User can safely cast cantrips and level 1 spells. This maximum spell level increases by +1 at every odd-numbered level of experience. Take note of their Highcast ability, above.

Wizardly Weaponry: Magic-users can make use of new special mage-only weapons: The Wand and The Staff. Be warned that actively using these tools will mark you as a magician, and likely increase your chances of becoming a target priority by smart enemies...

See below for a table of attack and save bonuses by level:

Level	Attack	Area	Death	Mind	Body	Luck	Rally
1	0	0	0	1	0	0	0
2	0	0	0	2	0	1	0

Level	Attack	Area	Death	Mind	Body	Luck	Rally
3	0	1	1	3	1	1	1
4	0	1	1	4	1	2	1
5	0	1	1	5	1	2	1
6	0	2	2	6	2	3	2
7	0	2	2	7	2	3	2
8	0	2	2	8	2	4	2
9	0	3	3	9	3	4	3
10	0	3	3	10	3	5	3
11	0	3	3	11	3	5	3
12	0	4	4	12	4	6	4
13	0	4	4	13	4	6	4
14	0	4	4	14	4	7	4
15	0	5	5	15	5	7	5

Step 3: Roll Your Stats

Now roll 3d6 seven times, and write them down in order.

Example: Darla rolls 3d6 seven times and writes them down in the order she rolled them: 9, 14, 11, 10, 5, 17, and 6.

First assign your highest rolls *in order of their rolling* to the Prime Stats of your character class. Most classes should have two Prime Stats, some only one, and maybe others three. However many, take the highest rolls from your set in the order they were rolled, and assign them to the Prime Stats in the order they appear on the character sheet.

Example: Since Darla rolled a Fighter in the first step, she notes that her class's Prime Stats are STR and CON. Darla's highest-rolled stats are 14 and 17. Assigning them in the order rolled, she notes that her new Fighter now has a STR of 14 and a CON of 17.

Next assign the remaining rolls *in order of their rolling* to the remaining empty stats on your character sheet.

Example: Darla's remaining rolls are 9, 11, 10, and 5. She assigns them in order to her Fighter's remaining stats, which results in a final spread of: STR 14, DEX 9, CON 17, INT 11, WIS 10, CHA 5, SOC 6.

Finally record the stat mods next to each one, using the following table:

Stat	Mod
3	-3
4-5	-2
6-8	-1

Stat	Mod
9-12	0
13-15	+1
16-17	+2
18	+3

Stats are explained in further detail immediately below.

Basics of Stats

There are *seven* core stats: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA), and Social Status (SOC). Each stat has a Base Score and a Derived Modifier. The **Base Score** is determined by the initial 3D6 roll. These initial scores are not used much outside of their initial purpose of determining the Stats' derived modifiers. The **Modifier** is a number from -3 to +3, determined by the table above. This number is most commonly used to modify a character's relevant active dice rolls when attempting actions during play.

Each of the seven core stats affects certain mechanics, as detailed below:

Strength (STR)

Modifies:

- Melee Attack Rolls
- Melee Damage Rolls
- Thrown Damage Rolls

Dexterity (DEX)

Modifies:

- Area Save Rolls
- Defense (DEX score = base Defense)
- Initiative Rolls
- Missile Attack Rolls

Constitution (CON)

Modifies:

- Body Saves
- Hit Points
- Incoming Damage Thresholds

Intelligence (INT)

Modifies:

- Elf and Magic-User Starting Spells
- Starting Languages
- Starting Skills

Wisdom (WIS)

Modifies:

- Cleric Starting Spells
- Initiative
- Mind Saves

Charisma (CHA)

Modifies:

- Rally Saves
- Reaction Rolls

Social Status (SOC)

Your character's social status is inherited at birth. Some embrace it, some reject it - it's up to you. This is a new **seventh** Stat (abbrev: SOC) for the HAMMERCRAWL! game system, recorded with its own modifier determined as usual. This modifier may apply from time to time in dealings within your game world's societies.

Modifies:

- Reaction Rolls within Society (at the 'Smith's discretion)
- Starting Coins

Step 4: Roll Your Alignment

HAMMERCRAWL! uses the following five alignments: Chaotic, Evil, Good, Lawful, and Neutral. Roll a d5 to determine yours.

Step 5: Roll Your Background

Think of your background profession like a special free skill, and then some. Your character is assumed to know how to do all manner of things reasonably contained within the narrative scope of their background. If there is a question related to that scope, consult your Hammersmith.

To determine your character's background, roll 1d200 (figure it out) and consult the table below:

#	Background	#	Background	#	Background	#	Background
1	Accountant	51	Coppersmith	101	Laundress	151	Ratcatcher

#	Background	#	Background	#	Background	#	Background
2	Acrobat	52	Counterfeiter	102	Lawyer	152	Roofer
3	Actor	53	Courier	103	Lead smith	153	Rope maker
4	Alchemist	54	Courtesan	104	Leather worker	154	Runner
5	Animal seller	55	Courtier	105	Librarian	155	Saddler
6	Animal trainer	56	Custodian	106	Linen maker	156	Sail maker
7	Apiarist	57	Demagogue	107	Locksmith	157	Sailor
8	Apothecary	58	Doctor	108	Maid	158	Scavenger
9	Architect	59	Engineer	109	Marine	159	Scholar
10	Armourer	60	Engraver	110	Mercenary	160	Scout
11	Artillerist	61	Exotic Dancer	111	Merchant	161	Scribe
12	Artist	62	Explorer	112	Midwife	162	Sculptor
13	Astrologer	63	Falconer	113	Miller	163	Servant
14	Author	64	Farmer	114	Miner	164	Server
15	Baker	65	Fence	115	Minstrel	165	Sharpener
16	Banker	66	Fisher	116	Moneylender	166	Shepherd
17	Barber	67	Fletcher	117	Musician	167	Shipwright
18	Barkeep	68	Flower seller	118	Navigator	168	Shopkeeper
19	Beggar	69	Food seller	119	Net maker	169	Silk trader
20	Blacksmith	70	Forester	120	Noble	170	Silversmith
21	Boat builder	71	Forger	121	Nurse	171	Soap maker
22	Bodyguard	72	Fortune teller	122	Official	172	Soldier
23	Bookbinder	73	Fruit seller	123	Outfitter	173	Spice trader
24	Bounty hunter	74	Furniture maker	124	Page	174	Squire
25	Bow maker	75	Furrier	125	Painter	175	Stabler
26	Brewer	76	Gambler	126	Paper maker	176	Stevedore
27	Builder	77	Gamekeeper	127	Pawnbroker	177	Steward
28	Butcher	78	Gardener	128	Peasant	178	Stonemason
29	Calligrapher	79	General	129	Peddler	179	Student
30	Candle maker	80	Glass maker	130	Perfumer	180	Tailor

#	Background	#	Background	#	Background	#	Background
31	Captain	81	Goldsmith	131	Pharmacist	181	Tattooist
32	Caravan driver	82	Governess	132	Photographer	182	Tax collector
33	Carpenter	83	Grave digger	133	Physician	183	Taxidermist
34	Carpet maker	84	Groom	134	Pilgrim	184	Teacher
35	Cart maker	85	Guard	135	Pilot	185	Thief
36	Cartographer	86	Guide	136	Pimp	186	Thug
37	Carver	87	Haberdasher	137	Pirate	187	Tile maker
38	Cavalry	88	Hatter	138	Playwright	188	Tinker
39	Cheese maker	89	Healer	139	Plumber	189	Trader
40	Chef	90	Herald	140	Poacher	190	Trapper
41	Clerk	91	Horse trader	141	Police	191	Undertaker
42	Clock maker	92	Hosteler	142	Porter	192	Vagrant
43	Cloth dyer	93	Hunter	143	Potter	193	Veterinarian
44	Clothier	94	Illustrator	144	Priest	194	Vintner
45	Clown	95	Innkeeper	145	Printer	195	Water seller
46	Coach driver	96	Jailer	146	Professor	196	Weaponsmith
47	Cobbler	97	Jester	147	Prospector	197	Weaver
48	Composer	98	Jeweller	148	Prostitute	198	Wheelwright
49	Cook	99	Judge	149	Purser	199	Wine seller
50	Cooper	100	Labourer	150	Ranger	200	Woodcutter

Step 6: Roll Your Skills

While your character is assumed to have many unwritten skills simply through their class and background (see above), you also begin the game with a few randomly determined skills that you somehow picked up during your pre-game life. Explanations for how you learned these skills are up to you.

At creation, you begin with a base of 4 skills, modified by your INT mod. Thus if you have a -2 INT mod, then you only start with two skills. These are all you get. You will not automatically acquire more skills unless the Hammersmith and/or the whims of the game otherwise gift them to you.

If you're using the character generator python tool, this is already handled for you!

If not, roll 1d20 + 1d100 for each skill, and consult the table below:

Roll	Skill (Stat)

Roll	Skill (Stat)
2	Accounting (INT)
3	Agriculture (INT)
4	Animal Handling (INT)
5	Animal Training (INT)
6	Appraising (INT)
7	Arcane Lore (INT)
8	Armourer (STR)
9	Art Criticism (INT)
10	Artistic Ability (CHA)
11	Astrology (WIS)
12	Balance (DEX)
13	Ballet (DEX)
14	Being Drunk Before Noon (CON)
15	Being Forgotten (CHA)
16	Birdwatching (WIS)
17	Blacksmithing (STR)
18	Blathering (CHA)
19	Bluff (CHA)
20	Bobsledding (STR)
21	Bonsai (DEX)
22	Bovine Husbandry (INT)
23	Bowyer/Fletcher (DEX)
24	Brewing (INT)
25	Busking (CHA)
26	Butchery (DEX)
27	Caber Tossing (STR)
28	Carpentry (STR)
29	Cat Facts (INT)
30	Charioteering (DEX)

Roll	Skill (Stat)
31	Chess (INT)
32	Cobbling (DEX)
33	Cooking (WIS)
34	Dancing (DEX)
35	Diplomacy (CHA)
36	Direction Sense (WIS)
37	Disguise (WIS)
38	Dog Grooming (DEX)
39	Doomsaying (WIS)
40	Engineering (INT)
41	Equine Husbandry (INT)
42	Escape Artist (DEX)
43	Etiquette (Choice of Culture) (CHA)
44	Feline Husbandry (INT)
45	Fire-building (DEX)
46	First Aid (WIS)
47	Fishing (WIS)
48	Food Cart Management (INT)
49	Food Tasting (CON)
50	Forgery (DEX)
51	Freestyle Beats (CHA)
52	Funny Walks (DEX)
53	Gambling (CHA)
54	Gaming (INT)
55	Gem-Cutting (DEX)
56	Geography (INT)
57	Getting Picked Last (CHA)
58	Gourmand (INT)
59	Healing (INT)
60	Heraldry (INT)

Roll	Skill (Stat)
61	Herbalism (INT)
62	History, Ancient (INT)
63	History, Local (INT)
64	Horsehair Braiding (DEX)
65	Hullabaloo (CHA)
66	Hunting (WIS)
67	Intimidation (STR or CHA)
68	Juggling (DEX)
69	Jumping (STR)
70	Landscaping (STR)
71	Laws (Choice of Culture) (INT)
72	Leatherworking (DEX)
73	Limericks (CHA)
74	Lip Reading (WIS)
75	Looking Conspicuous (CHA)
76	Magical Engineering (INT)
77	Milk (WIS)
78	Mime (DEX)
79	Miniature Equine Aficionado (INT)
80	Mining (INT)
81	Mountaineering (WIS)
82	Multi-Level Marketing (INT)
83	Musical Instrument (DEX)
84	Nature Lore (INT)
85	Navigating (WIS)
86	Painting (DEX)
87	Performance (Choice of Medium) (CHA)
88	Poison-Making (INT)
89	Pottery (DEX)
90	Pouting (CHA)

Roll	Skill (Stat)
91	Puppetry (DEX)
92	Religious Lore (INT)
93	Riding (Choose Animal) (DEX)
94	Rope Use (DEX)
95	Running (CON)
96	Seamanship (WIS)
97	Seamstress/Tailor (DEX)
98	Selfies (CHA)
99	Sense Motive (WIS)
100	SEO (INT)
101	Set Snares (DEX)
102	Singing (CHA)
103	Skiing (STR)
104	Spotlight Stealing (CHA)
105	Squaredancing (DEX)
106	Stonemasonry (STR)
107	Stone-Skipping (DEX)
108	Surfing (DEX)
109	Survival (WIS)
110	Swimming (STR)
111	Sword-Swallowing (CON)
112	Tanning (CON)
113	Tightrope-Walking (DEX)
114	Tumbling (DEX)
115	Ursine Husbandry (CON)
116	Useless Card Tricks (DEX)
117	Ventriloquism (CHA)
118	Weaponsmithing (STR)
119	Weather Sense (WIS)
120	Weaving (DEX)

Step 7: Roll Your Languages

In addition to whatever bonus languages you have from your Class, there's a chance you might have even more. If you have an INT bonus of +1 or higher, you begin the game knowing that many additional bonus languages. Roll 1d30 for each, and consult the following table. If you roll a language twice, you speak that language as if you were born to it. If you roll it thrice, reroll.

Roll	Language	Roll	Language
1	Celestial (Law)	16	Goblin
2	Dragon	17	Grimlock
3	Drow	18	Halfling
4	Druidic	19	Infernal (Chaos)
5	Dwarf	20	Kobold
6	Elemental, Air	21	Manticore
7	Elemental, Earth	22	Medusa
8	Elemental, Fire	23	Naga
9	Elemental, Water	24	Ogre
10	Elf	25	Ophidian
11	Esperanto	26	Orc
12	Giant	27	Pidgin (special)
13	Gibberish	28	Pigeon
14	Gnoll	29	Sylvan
15	Gnome	30	Teenager

Pidgin: If you roll Pidgin, randomly roll two more languages (reroll if you get Pidgin or a language you already know). You now speak both of them very badly.

Step 8: Randomize Your Miscellaneous Traits

You now get to randomly roll various minor traits and aspects of your character.

Random Character Tags

Roll 1d400 (figure it out) once and consult the table below. If you're feeling adventurous, roll twice and keep both.

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
1	Accusative	101	Educated	201	Liar	301	Reverent
2	Active	102	Elitist	202	Likable	302	Rigid

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
3	Adventurous	103	Emotional	203	Loud	303	Risk-taking
4	Affable	104	Enigmatic	204	Loving	304	Romantic
5	Affectionate	105	Enthusiastic	205	Loyal	305	Rude
6	Aggressive	106	Ethical	206	Lucky	306	Sadistic
7	Agreeable	107	Excited	207	Lust	307	Sarcastic
8	Aloof	108	Expressive	208	Malicious	308	Sardonic
9	Altruistic	109	Extroverted	209	Mean	309	Sassy
10	Amazed	110	Faithful	210	Meddlesome	310	Savage
11	Analytical	111	Fanatical	211	Melancholy	311	Scared
12	Angry	112	Fatalistic	212	Melodramatic	312	Scolding
13	Animated	113	Fearful	213	Merciless	313	Secretive
14	Annoying	114	Fearless	214	Merry	314	Seeker
15	Anxious	115	Feisty	215	Meticulous	315	Self-destructive
16	Apathetic	116	Feral	216	Mischievous	316	Selfish
17	Apologetic	117	Fierce	217	Miscreant	317	Selfless
18	Apprehensive	118	Flamboyant	218	Miserly	318	Senile
19	Argumentative	119	Flippant	219	Modest	319	Sensible
20	Arrogant	120	Flirtatious	220	Moody	320	Sensitive
21	Articulate	121	Foolhardy	221	Moralistic	321	Sensual
22	Artistic	122	Foppish	222	Morbid	322	Sentimental
23	Attentive	123	Forgiving	223	Morose	323	Serene
24	Beautiful	124	Friendly	224	Mournful	324	Serious
25	Bigoted	125	Frightened	225	Mousy	325	Servile
26	Bitter	126	Frivolous	226	Mouthy	326	Sexual
27	Blustering	127	Frustrated	227	Musical	327	Shallow
28	Boastful	128	Funny	228	Mysterious	328	Shameful
29	Bookish	129	Furtive	229	Mystical	329	Shameless
30	Bossy	130	Generous	230	Naive	330	Shifty
31	Braggart	131	Genial	231	Narrow-minded	331	Shrewd
32	Brash	132	Gentle	232	Needy	332	Shy

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
33	Brave	133	Gloomy	233	Nefarious	333	Sincere
34	Bullying	134	Goofy	234	Nervous	334	Slanderous
35	Callous	135	Gossip	235	Neurotic	335	Sly
36	Calm	136	Graceful	236	Nihilist	336	Smug
37	Cantankerous	137	Grave	237	Noble	337	Snobbish
38	Capricious	138	Greasy	238	Nonchalant	338	Sober
39	Careful	139	Greedy	239	Nurturing	339	Sociable
40	Careless	140	Gregarious	240	Obdurate	340	Solemn
41	Caring	141	Grouchy	241	Obedient	341	Solicitous
42	Casual	142	Groveling	242	Oblivious	342	Solitary
43	Catty	143	Gruff	243	Obnoxious	343	Sophisticated
44	Cautious	144	Guilty	244	Obsessive	344	Spendthrift
45	Cavalier	145	Gullible	245	Obstinate	345	Spiteful
46	Chaste	146	Happy	246	Obtuse	346	Stern
47	Cheeky	147	Hard working	247	Odd	347	Stingy
48	Cheerful	148	Harsh	248	Off-putting	348	Stoic
49	Childish	149	Hateful	249	Optimistic	349	Stubborn
50	Chivalrous	150	Heartbroken	250	Organized	350	Stylish
51	Clueless	151	Helpful	251	Ornery	351	Submissive
52	Clumsy	152	Hoarder	252	Orphan	352	Sultry
53	Cocky	153	Honest	253	Ostentatious	353	Superstitious
54	Comforting	154	Hopeful	254	Outgoing	354	Surly
55	Communicative	155	Hostile	255	Overbearing	355	Suspicious
56	Complacent	156	Humble	256	Overconfident	356	Sycophantic
57	Condescending	157	Humorless	257	Paranoid	357	Sympathetic
58	Confident	158	Humorous	258	Passionate	358	Taciturn
59	Conformist	159	Hungry	259	Pathological	359	Tactful
60	Confused	160	Idealistic	260	Patient	360	Tattooed
61	Conservative	161	Idiosyncratic	261	Peaceful	361	Tawdry

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
62	Contentious	162	Ill	262	Peacemaker	362	Temperamental
63	Contrarian	163	Imaginative	263	Pensive	363	Tempestuous
64	Controlling	164	Imitative	264	Pessimistic	364	Thief
65	Conventional	165	Impatient	265	Philanderer	365	Thorough
66	Cooperative	166	Impetuous	266	Philosophical	366	Thrifty
67	Courageous	167	Implacable	267	Phony	367	Timid
68	Courteous	168	Impractical	268	Pious	368	Tolerant
69	Cowardly	169	Impulsive	269	Playful	369	Transparent
70	Coy	170	Inattentive	270	Pleasant	370	Treacherous
71	Crabby	171	Incoherent	271	Poised	371	Troublemaker
72	Cranky	172	Indifferent	272	Polite	372	Trusting
73	Critical	173	Indiscreet	273	Pompous	373	Truthful
74	Cruel	174	Individualist	274	Pondering	374	Understanding
75	Cultured	175	Indolent	275	Pontificating	375	Unfriendly
76	Curious	176	Indomitable	276	Practical	376	Unhinged
77	Cynical	177	Industrious	277	Prejudiced	377	Uninhibited
78	Daring	178	Inexpressive	278	Preoccupied	378	Unpredictable
79	Deceptive	179	Insecure	279	Pretentious	379	Unruly
80	Defensive	180	Insensitive	280	Promiscuous	380	Unsupportive
81	Defiant	181	Insomniac	281	Proper	381	Vague
82	Deliberate	182	Instructive	282	Proud	382	Vain
83	Deluded	183	Intolerant	283	Prudent	383	Vapid
84	Depraved	184	Introverted	284	Prudish	384	Vengeful
85	Discreet	185	Irreligious	285	Prying	385	Vigilant
86	Dishonest	186	Irresponsible	286	Pugnacious	386	Violent
87	Disingenuous	187	Irreverent	287	Punctual	387	Vivacious
88	Disloyal	188	Irritable	288	Quiet	388	Vulgar
89	Disrespectful	189	Jealous	289	Quirky	389	Wanderlust
90	Distant	190	Joking	290	Rascal	390	Wanton
91	Distracted	191	Jolly	291	Rash	391	Wasteful

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
92	Distraught	192	Judgmental	292	Realistic	392	Weary
93	Docile	193	Jumpy	293	Rebellious	393	Well-travelled
94	Dominating	194	Kind	294	Reckless	394	Whimsical
95	Dramatic	195	Know-it-all	295	Refined	395	Whiny
96	Drug-addled	196	Lawful	296	Repellent	396	Wicked
97	Drunkard	197	Layabout	297	Reserved	397	Wisecracking
98	Dull	198	Lazy	298	Respectful	398	Witty
99	Earthy	199	Lethargic	299	Responsible	399	Youthful
100	Eccentric	200	Lewd	300	Restless	400	Zealous

Random Age Table

Roll 3d6 and check the table below:

Roll	Age
3	Early Teens
4-5	Late Teens
6-8	Young Adult
9-12	Adult
13-15	Middle-Aged
16-17	Elder
18	Ancient

Random Attire Style

How does your character dress usually? This determines the style of your starting clothing. Roll 1d10:

Roll	Attire
1	Drab
2	Threadbare
3	Fancy
4	Filthy
5	Disguised
6	Common

Roll	Attire
7	Skivvies
8	Antiquated
9	Anachronistic
10	Slovenly

Random Weird "Item"

Roll 1d50 to determine what your random weird item is. Some of these may not make sense as items, but trust me, they are. Keep them wherever you like, they require no encumbrance, and they can be looted (sometimes unwillingly!) upon your death. Have fun with them.

Roll	Weird Item
1	crippling apathy
2	twitchy eyes
3	a Certain "je ne sais quoi"
4	a love of horrible puns
5	a feeling of general loathing for everyone around you
6	a case of the wiggles
7	wanderlust in your heart
8	an independent streak
9	the first love letter anyone every wrote you
10	a sack full of bandit ears
11	a regrettable haircut
12	chronic silent but deadly gas
13	curious pocket lint
14	all of your nail clippings, ever
15	an irritable tabby cat
16	a map to an island that doesn't exist
17	a pure white badger pelt
18	a set of pornographic goblin trading cards
19	a single strip of slightly used sandpaper
20	a petrified dragon egg

Roll	Weird Item
21	a lock of hair from your mother or father
22	a fake beard
23	rusted nipple clamps
24	two weird puppets
25	1D6 commemorative plates
26	a bottle of freshly-harvested llama milk
27	a free drink coupon for the Inn, but it expires soon...
28	a tendency to insert yourself into conversations
29	unsettling memories from last night
30	a strong distrust for the government
31	an unsettlingly sexy facial scar
32	a free spirit that cannot be shackled by despair
33	an obviously fake accent
34	a feeling like you forgot something very important before heading out...
35	a case of the wiggles
36	a letter of recommendation from someone important
37	a tourist brochure for the dungeon
38	a signed Maseym's Bears Base-Ball
39	an undislodgeable wedgie
40	a very nice fitted suit
41	a scrap of finely-groomed gnoll hair
42	a visible tattoo that you deeply regret
43	a massive debt of back rent
44	an unbreakable padlock that can never be opened once clicked (currently open)
45	shame, so much shame
46	the constant doting of your parents
47	the knowledge that you recently betrayed someone in the party
48	a conspicuously dead parrot
49	a rock in a sock
50	a student loan disbursement check (requires Bank)

Step 9: Determine Your Starting Funds, Equipment, and Spells

Free Starting Gear

All characters begin with the following for free:

- a Satchel (S; Qualities: Bag [5], Fragile, Wearable), containing:

- 1d4 fresh rations (S)

- 1 Torch (S)

- 1 set of clothes to match your rolled attire (M, Wearable)

Additionally, some classes begin with additional starting equipment:

- **Dwarves**: 1 weapon of choice, and 1 small shield

- **Elves**: 1 weapon of choice, and a Spellbook

- **Halflings**: 1 weapon of choice, and a set of Dungeoneering Tools

- **Half-Ogres**: 1 melee weapon of choice

- **Human Clerics**: a Holy Symbol, and a Prayer Book

- **Human Explorers**: a set of Dungeoneering Tools, and a Dagger

- **Human Fighters**: 3 weapons of choice, or 2 weapons and 1 small shield

- **Human Wizards**: a Spellbook, and a random wizard weapon (see "Wizard Weapons" in the "Gear" section of this document)

Then determine your gear either through deliberate purchase or through random roll:

Option A: Purchasing Your Starting Gear

Multiply your rolled SOC score by its associated multiplier, and that's how much money you have to spend. Use the Equipment section of this book to purchase anything you can afford.

SOC (3d6)	Coins	Status
3	x0*	Scum
4-5	x10	Peasantry
6-8	x15	Poor
9-12	x20	Middle Class
13-15	x25	Lesser Nobility
16-17	x30	Greater Nobility
18	1000*	Royalty

A Note on Royalty

You read that right, Royalty is rich as fuck and starts with 1000 coins. Enjoy the comforts of a shitload of money, buy all the things you want, and see how long that works out for you down there in that awful, horrible, no-good dungeon...

A Note on Scum

If you are lucky enough to roll into Scum as your social status, do not dismay, for you may have just lucked out. Enjoy three completely random rolls on the 'Smith's magic items tables. These are guaranteed to not survive your character's final death, and as such cannot be looted from your body.

Option B: Randomizing Your Starting Gear

Instead of buying equipment, you can roll it. If you're using the character generator python tool, this is already handled for you!

If not, this section is pending until I get the lists converted from that code...

Starting Spells

If you're a spellcaster character, part of your "gear" includes a book where you keep those spells or prayers. Now is the time to determine what is in there.

Your class determines how many spells are in your starting spell or prayer book. If your Hammersmith is the generous sort, they may allow you to pick *one* of your spells. All other spells should be randomly rolled on the appropriate Level 1 spell list for your class. See the Magic section at the end of this document for class-based spell lists and descriptions.

Step 10: Confirm and Note Important Sub-Stats

- **Experience Level** (1) and associated **Character Tier** (1)
- **Hit Die** = Determined by your Class
- **Hit Points (HPs)** = Determined by your Class
- **Defense** = Base of 10, plus your DEX mod, plus your Armour and Shield Defense bonus.
- **Melee Attack Modifier** = STR mod + any Class mods
- **Melee Damage Modifier** = STR mod
- **Missile Attack Modifier** = DEX mod + any Class mods
- **Movement Speed** = Determined by your Class (human base is 30)
- **Maximum Encumbrance (MaxEnc)** = 1/2 your INT score (rounded down), plus your STR mod.

Step 11: Name Your Characters

Now it's time to give the character a name. Thing is, *you* don't get to give it that name. Instead, pass your character sheet to the player (*not* the Smith) sitting to your left. *They* get to name your character, and they are encouraged to Go Wild.

Step 12: Determine Party (Player) Roles

Hopefully the rest of your group has been making your characters alongside one another, and you've now all reached this point together. It's time to determine the party roles, which are mainly for administration and also for the use of the special new Party Actions.

The Roles to Assign:

- **Party Leader:** This player is responsible for choosing Initiative orders, and for informing the Hammersmith when the party moves on or takes any of the Party Actions.
- **Mapper:** This player is responsible for translating the Hammersmith's descriptions to a map that the party can use, in whatever artistic fashion the player sees fit.
- **Timekeeper:** This player tracks the passage of game Beats, and keeps track of who is carrying what light sources (and how much time is left on them).
- **Lootkeeper:** This player records all the loot found on the adventure.

Now Take It All In

Take a moment to think about the kind of person your character is. Think about their goals, their ambitions, their reasons for doing the things they do. And while you're at it, take a long hard moment to ponder exactly what kind of person they have to be in order to willingly leave everything behind and delve into terrifying and disgusting dungeons.

CHAPTER: Equipping Your Character

TBD

Money and Coin

TBD

Randomized Starting Equipment

TBD

Extended Equipment Details

The following sub-sections contain collections of extended descriptions of specific items, organized in sections that should be familiar to players of the classic game systems. The alphabetically-sorted contents of each sub-section are by no means exhaustive, instead meant to focus primarily on items which require specific additional description beyond the obvious.

Equipment Qualities

Be they weapons, armour, or various adventuring tools, all items of gear can be assigned some special qualities.

The following list of qualities applies to all the items in this equipment section.

2H: This melee weapon must be used with both hands at once. This can trigger certain class-specific combat abilities.

Awesome X: This weapon is so well-suited to its purpose that it enjoys a functional bonus of +X to both attack and damage rolls using it. If this is a ranged weapon, the bonus only applies to attacks within effective range.

Bag: This item adds additional encumbrance slots to the character's inventory.

Basic: This is a pretty standard weapon. No special rules, costs 10 coins (usually), and hurts things using your character's Hit Die. The name of the individual weapon is largely just a component to provide narrative color for your character and their combat actions.

Durable: This item enjoys a Boon on all its saving throws.

Fragile: This item suffers a Bane on all its saving throws.

Reach: These melee weapons aren't functional within many tight dungeon corridors and spaces, but they provide superior reach in more open combat spaces. When applicable, they give their wielder a Boon on melee combat attacks against enemies attacking with non-Reach melee weapons.

Reload X: This weapon must be reloaded between uses. The wielder must spend X full actions reloading in order to use the weapon again.

Tactical: These weapons do not do normal Hit Die based damage. Instead, they can be used as tactical weapons, applying various "status" effects as seen appropriate by the player and the 'Smith. See "Tactical Attacks" in the combat section.

Thrown: This melee weapon can be effectively used as a thrown weapon. Thrown attacks function as "ranged melee" attacks, rolled as if they were melee attacks. The trade-off is that the weapons are lost in the act of attacking, and must be recovered in order to be reused.

Wearable: This item can be equipped directly to the character's person, not requiring encumbrance when worn. Only one of any wearable item can be equipped at any time. For example a PC can equip a backpack and a satchel, but not two backpacks or two satchels. If there is question about this, check with the 'Smith.

Weapons & Ammunition

Weapons are divided into three core types: Melee weapons, Missile weapons, and Special weapons. These are used for mechanical balance, and not as any simulation of realistic weapon properties. Melee weapons have base damage bonuses ranging from +1 to +3, awarded to their users as an incentive for having to be up close and personal with their targets. Missile weapons have no base damage bonuses, instead allowing their users to attack from presumably safer distances. Special weapons have more complex rules for usage, often involving the use of Tactical Attacks.

Weapons Table

- **Name:** The name of the weapon
- **Size:** The encumbrance size when stowed
- **Type:** The type (Melee, Missile, or Special). Melee weapons are noted with their damage bonuses as well.

- **Cost:** How many coins to purchase the weapon

- **Qualities:** Any special item qualities for the weapon

- **Range:** If Missile or Thrown, shows range in two numbers: Effective/Maximum. See Combat rules for more information.

NOTE: For any entry with an asterisk in its data, see the text section below the table for further details.

Name	Size	Type	Cost	Qualities	Range
Axe, Battle	M	Melee +2	25	Basic	
Axe, Throwing	M	Melee +1	10	Thrown	10/30
Blackjack*	M	Melee +1	10	Tactical	
Blowgun*	S	Missile	25	Tactical	10/30
Bola*	M	Missile	25	Tactical	20/60
Bow, Long	L	Missile	50	Basic	55/220
Bow, Short	M	Missile	10	Basic	75/150
Cestus	M	Melee +1	10	Basic	
Club	M	Melee +2	25	Basic	
Crossbow, Heavy	L	Missile	100	Basic, Reload 2, Awesome 2	80/240
Crossbow, Light	M	Missile	25	Basic, Reload 1, Awesome 1	60/180
Dagger	S	Melee +1	10	Thrown	10/30
Dagger, punching	S	Melee +1	10	Basic	
Flail, heavy	L	Melee +3	50	2H	
Flail, light	M	Melee +2	25	Basic	
Greataxe	L	Melee +3	50	2H	
Greatclub	L	Melee +3	50	2H	
Greatmace	L	Melee +3	50	2H	
Greatsword	L	Melee +3	50	2H	
Hammer, Light	M	Melee +1	10	Thrown	10/30
Hammer, War	M	Melee +2	25	Basic	
Javelin	M	Melee +1	25	Thrown	20/60
Lance	L	Melee +3	100	2H, Reach	
Mace, light	M	Melee +2	25	Basic	
Military Fork	L	Melee +3	50	2H	

Name	Size	Type	Cost	Qualities	Range
Morningstar	M	Melee +2	25	Basic	
Net*	M	Special	10	Tactical	
Pick, heavy	L	Melee +3	50	2H	
Pick, light	M	Melee +2	25	Basic	
Polearm, Glaive	L	Melee +3	100	2H, Reach	
Polearm, Guisarme	L	Melee +3	100	2H, Reach	
Polearm, Halberd	L	Melee +3	100	2H, Reach	
Polearm, Lucerne Hammer	L	Melee +3	100	2H, Reach	
Polearm, Pike	L	Melee +3	100	2H, Reach	
Polearm, Pole axe	L	Melee +3	100	2H, Reach	
Polearm, Ranseur	L	Melee +3	100	2H, Reach	
Rapier	M	Melee +2	25	Basic	
Scimitar	M	Melee +2	25	Basic	
Scythe	L	Melee +3	50	2H	
Shield, Dagger*	M	Melee +1	50	Shield Weapon	
Shield, Horned*	M	Melee +1	50	Shield Weapon	
Shield, Sword*	M	Melee +1	50	Shield Weapon	
Shield, Tusked*	M	Melee +1	50	Shield Weapon	
Sickle	M	Melee +2	25	Basic	
Sling*	S	Missile	10	Basic	60/180
Spear, short	M	Melee +1	10	Basic, Thrown	10/30
Staff	M	Melee +1	10	Basic	
Sword, bastard	L	Melee +3	100	2H	
Sword, broad	M	Melee +2	25	Basic	
Sword, long	M	Melee +2	25	Basic	
Sword, short	M	Melee +1	10	Basic	
Trident	M	Melee +2	25	Basic	
Whip*	M	Special	10	Tactical	

Ammunition Table

Important Note: All ammo is purchased in units of 10.

Ammo	Size	Cost
Arrows	S	10
Crossbow Bolts	S	10
Sling Bullets	T	10
Slingstones*	T	Free

Blackjack: Blackjacks can be used as regular melee weapons (doing regular damage), or instead as melee Tactical Weapons. See **Tactical Attacks** in the Combat Chapter.

Blowgun: Bolas are missile weapons primarily designed as a mechanism for long-range delivery of poisons. They do no base damage, instead serving as ranged Tactical Weapons. See **Tactical Attacks** in the Combat Chapter.

Bola: Bolas are thrown weapons which do no damage, instead serving as ranged Tactical Weapons. See **Tactical Attacks** in the Combat Chapter.

Net: Nets are "close-ranged missile" tactical weapons, designed to be held in one hand (or attached at the hip) and thrown with the other, entangling a nearby opponent to either capture them or immobilize them for better attacking. They function as "missile" type weapons, using DEX-modified attacks, but have a melee-only range. Nets do not do damage, instead serving as ranged Tactical Weapons. See **Tactical Attacks** in the Combat Chapter.

Shield Weapons: Some shields have special attached weaponry, such as horns, knives, swords, and tusks. In mechanical terms, these are versatile weapons, which can be used either offensively (as their attached weapons) or defensively (providing a Defense bonus). The player using it must decide each round how they are using it, applying the result until their next subsequent round. See also "Armour & Shields," below.

Sling and Slingstones: The base listed stats for the sling assume the user is equipped with actual crafted sling bullets as their choice of ammunition. However, in a pinch a sling user can feasibly put any small hard object into the sling for use as ammunition: coins, marbles, stones off the ground, etc. Any of these items not specifically crafted as sling bullets is considered a "slingstone" for the purpose of mechanics. When using slingstones, reduce damage by -1 (to a minimum of 1) and reduce base range by half (i.e. 40/80).

Sword, Bastard: This sword can be used one-handed or two-handed. If used two-handed, it can make use of class-specific 2H bonuses. If used one-handed, it counts as a Basic weapon.

Whip: Whips are melee weapons which do no damage, instead serving as melee Tactical Weapons. See **Tactical Attacks** in the Combat Chapter.

Armour & Shields

Armour and **shields** are valuable defensive gear that all capable adventurers should consider wearing to increase their survivability.

Armour

The primary purpose of armour is to increase the Defense score of its wearer. Armour comes in three basic types: Light, Heavy, and Plate. Light armour has low Defense and is generally accessible to all character classes. Heavy and Plate armour are more restricted by classes. They have much higher Defense, but are also cumbersome and a bit unwieldy. Heavy and Plate Armours apply Banes to their wearer's Area saves, as well as any other Dex-based

skills or actions that the 'Smith deems affected.

Armour Table

Descriptors:

- **Name:** The name of the armour
- **Type:** Whether the armour is Light, Heavy, or Plate
- **Defense:** The bonus to Defense that the armour provides to its wearer
- **Size:** Encumbrance requirement when not worn
- **Banes:** The number of Banes this armour applies to certain physical actions. Heavy Armour applies 1 Bane, while Plate Armour applies 2.
- **Cost:** In coins, to have crafted by an armoursmith of suitable skill (With a few exceptions, armour is rarely available for immediate purchase)
- **Qualities:** Any special qualities possessed by the armour

NOTE: For any entry with an asterisk in its data, see the text section below the table for further details.

Name	Type	Defense	Size	Banes	Cost	Qualities
Padded	Light	1	M	-	1	Wearable
Leather	Light	2	M	-	10	Wearable
Studded	Light	3	M	-	25	Wearable
Scale	Heavy	4	L	1	50	Wearable
Chain	Heavy	5	L	1	100	Wearable
Splint	Heavy	6	L	1	500	Wearable
Platemail	Heavy	7	H	1	1000	Wearable
Plate Armour	Plate	8	H	2	10000	Wearable

Shields

Shields are special *weapons* that primarily function as defensive tools. Depending on its size, a shield increases its wielder's Defense score by one (1) or more points. They can be used as offensive weapons as well, a function more deeply detailed in the Combat rules. Note that some special "weapon" shields also exist as more versatile offensive tools, too.

Shields Table

Descriptors:

- **Name:** The name of the shield
- **Bonus:** The increase to the wielder's Defense granted by the shield
- **Size:** Encumbrance requirement when not worn

- **Cost:** In coins, to purchase from a smith or armourer (unlike armour, shields are relatively easy to find for sale)

NOTE: For any entry with an asterisk in its data, see the text section below the table for further details.

Shield Type	Bonus	Size	Cost
Shield, Buckler*	1	M	1
Shield, Small	2	M	10
Shield, Tower*	3	L	100

Shield, Buckler: Buckler shields are super cheap, but only apply a Bane to any *melee* attacks the wielder can see coming, while being ineffective against missiles. A buckler may optionally be strapped to its wielder's arm, leaving that hand empty and available for other combat purposes, however it loses its defensive bonus if that hand is used to attack in a round. Bucklers *may* be used to Shield Bash.

Shield, Small: Small Shields are the basic all-purpose universal shields. They come in many shapes and styles, but all have the same basic stats.

Shield Weapons: Described in the previous Weapons section, Shield Weapons can be used as either Small Shields or melee weapons. If used defensively, they provide standard small shield Defense bonus. If used offensively, they instead function as their attached weapons.

Tower Shields: These are full-height portable bulwarks, providing the greatest bonus, but they cannot be used with the Shield Bash attack.

Adventuring Gear

In addition to trusty blades and sturdy mail, every adventurer should make sure and kit up with a versatile array of adventuring tools. The vast majority of these have no direct mechanical application, instead existing to serve as situational tools in the story. Sure, you might not need a big iron cooking pot every single moment of the delve, and carrying it everywhere is a gigantic pain in the butt, but you'll regret leaving it behind when the 'Smith decides that one is needed!

In the HAMMERCRAWL! game, adventuring gear is assigned to three different categories based entirely on their costs:

- **Common Gear** is usually easily purchasable at even the smallest of towns, provided a general store is around. This gear always costs a base of a single coin.
- **Rare Gear** is bought at an additional premium, usually due to some mix of being complex in craft, specific in application, and/or made of more expensive materials. This gear always costs a base of 10 coins.
- **Specialty Gear** is anything that is super specialized and/or quite expensive to make. This gear costs a base of 100 coins, and can be quite difficult to acquire in all but the largest cities.

Although the **Bags** have been separated into a fourth sub-section for ease of reference, they are similarly broken into the above three categories based on cost.

The main gear tables below use the following notations:

- **Name:** The name of the item. If there are parenthesis, they contain the base unit and quantity of initial purchase. If no numerical quantity is stated, the quantity is 1.
- **Size:** The Encumbrance size of 1 quantity of the base item (Tiny/Small/Medium/large/Huge). See Encumbrance rules in the "Playing Your Character" chapter for more details.
- **Cost:** How many coins are required to purchase the item (when available) at appropriate vendors.

NOTE: For any entry with an asterisk in its data, see the section below the table for further details.

Common Gear Table

Name	Size	Cost
Bedroll*	M	1
Bell, Tiny	S	1
Blanket	M	1
Block and Tackle	M	1
Candles (6)*	S	1
Chalk (6 pieces)	S	1
Cloak	M	1
Clothing, Simple*	M	1
Cooking Pot, Iron	L	1
Firewood (bundle)	M	1
Flask	M	1
Garlic	S	1
Hammer	M	1
Holy Symbol, Wooden	M	1
Iron Spike	S	1
Mallet	M	1
Pole (10 ft)	L	1
Rain Hat	M	1
Rations, Fresh (3 units)*	S	1
Rope (50 ft)	M	1
Soap (puck)	S	1
Tankard	M	1
Tinder Box	M	1

Name	Size	Cost
Torches (2)*	S	1
Waterskin, Gallon	M	1
Whetstone	S	1
Wine (bottle)	M	1
Stakes, Wooden (4)	S	1

Rare Gear Table

Name	Size	Cost
Acid (flask)*	S	10
Antitoxin (vial)*	S	10
Belladona	S	10
Caltrops (2-pound bag)	M	10
Chain (10 ft length)	M	10
Clothing, Quality*	M	10
Crowbar	M	10
Fishing Hook, Line, and Pole	M	10
Fishing Net (25 sq ft)	M	10
Grappling Hook	M	10
Lantern*	M	10
Lantern Oil (flask)	S	10
Manacles	M	10
Mirror, Steel	M	10
Notebook	M	10
Rations, Preserved (3 units)*	S	10
Sealing Wax	S	10
Sewing Kit	S	10
Signal Whistle	S	10
Tent	M	10
Wolvesbane	S	10
Writing Kit (ink, quill, paper)	M	10

Specialty Gear Table

Name	Size	Cost
Alchemist Fire (ceramic flask)*	S	100
Clothing, Fancy*	M	100
Healing Potions (vial)*	S	100
Holy Symbol, Silver	S	100
Holy Water (vial)	S	100
Mirror, Silver	M	100
Prayerbook	M	100
Spellbook	M	100
Spyglass	M	100
Dungeoneering Tools	M	100

Bags

Bags are special items that have the ability to contain other items. These have been pulled from the above lists to collect below, for ease of reference of their specific stats. They have their own special descriptors:

- **Name:** The name of the item
- **Size:** How much base encumbrance is required to stow the bag itself.
- **Cost:** How many coins the bag costs at a suitable vendor.
- **Slots+:** The number of bonus Encumbrance slots provided, and the maximum item size of a slot. If "Spec" see the full description.
- **Qualities** Any special item qualities possessed by the bag.

For any entry with an asterisk in its data, see the section below the table for further details.

Name	Size	Cost	Slots+	Qualities
Backpack	M	10	10-L	Bag, Wearable
Bandoliers*	M	10	3-S	Bag, Wearable
Belt Purse	S	1	1-S	Bag, Wearable
Case, Scroll*	S	10	1-Spec	Bag, Durable
Chest, Large	H	100	20-L	Bag, Durable
Chest, Medium	L	50	10-M	Bag, Durable
Chest, Small	M	25	5-S	Bag, Durable
Lantern Hook*	M	100	1-Spec	Bag

Name	Size	Cost	Slots+	Qualities
Quiver*	M	10	2-Spec	Bag, Wearable
Sack*	M[S]	1	5-M	Bag, Fragile
Satchel	S	1	5-M	Bag, Fragile, Wearable

Gear Descriptions

Below are extended special details on the specially-noted items from the above lists.

Acid Flask: When used as a thrown grenade weapon, deals 1d6 initial acid damage to a single target. The target takes an additional 1d4 acid damage each round for 1d4 additional rounds.

Alchemist Fire: When used as a thrown grenade weapon, deals 2d6 initial acid damage to a single target, and 1d6 acid splash damage to all targets within 5 feet of the impact. The initial target takes an additional 1d6 acid damage each round for 1d6 additional rounds.

Antitoxin: When consumed, you gain a Boon on Body saves vs poison effects for the next hour. If you are already poisoned, consuming antitoxin allows you to immediately attempt a new save.

Bandoliers: When worn, these provide three gear slots which can hold nothing larger than Small in size. This effectively allows for up to 30 identical small items, or 300 identical tiny items.

Bedroll: Fulfills rest requirements for camping HP recovery actions.

Candle: Primarily used as a single-person light source. A lit candle lasts 6 Beats, giving a 5-foot radius of weak light. See the "Light and Darkness" rules in the "Playing Your Character" chapter.

Case, Scroll: Scroll cases are specialized bag items designed solely for the purpose of safely transporting paper. Each case can safely hold either a single spell scroll *or* up to five rolled-up maps or other non-spell documents.

Clothing: Includes a small variety of items of the listed class of attire. Includes suitable shoes or boots. Usually required for social functions.

Healing Potion: Requires a full round to consume, healing 1d6+1 HP.

Lantern: Primarily used as a group bright light sources. Making use of a Lantern for this purpose requires the expenditure of one flask worth of lantern oil. A lit lantern lasts 24 Beats (4 hours), giving a 40-foot radius of weak light. See the "Light and Darkness" rules in the "Playing Your Character" chapter for further details.

Lantern Hook: A special rigged hook that attaches to a backpack and curves over the character's head. Can mount (contain) a single lantern overhead, allowing an active light source without a dedicated hand to hold it. Adds significant height, and counts against the backpacks slots.

Quiver: Quivers are specialized bag items designed solely for the purpose of safely transporting ammunition for Bows and Crossbows. Each "slot" in the bag can hold either arrows or bolts.

Rations, All: Required for camping and a few other effects. Fresh rations are cheapest, but spoil quickly. Preserved rations are expensive, but resist spoilage in dungeons.

Sacks: Sacks are handy bag items common to all adventuring lifestyles. Of special note, while empty, folded, and

stowed away, sacks count as one size smaller. This is already shown on the bag table.

Satchel: A satchel is a simple shoulder-slung tote useful for carrying the basics. Not the best quality, and every adventurer is assumed to being with one for free.

Torch: Primarily used as a small-group limited light source. A lit torch lasts 6 Beats (1 hour), giving a 20-foot radius of weak light. See the "Light and Darkness" rules in the "Playing Your Character" chapter.

Wizard Weapons

Magic-Users (and *only* Magic-Users) have access to a special class of "common" magic items commonly referred to as **Wizard Weapons**. Owing mainly to their renowned squishiness in adventuring parties, wizards across the known world have developed specialist weapons that allow them a chance of contributing more to their adventures than just a handful of spells each day.

There are two specific types of Wizard Weapons in HAMMERCRAWL!: battle wands and battle staves. A **Battle Wand** is a custom-crafted piece of short-range artillery that functions almost identical to a sling in basic combat mechanics. They are Medium one-handed weapons that do normal Hit Die-based damage at 80/160 range, and use INT as their attack modifier. They have effectively infinite ammo, but on an attack roll of natural 1 they fizzle out. To recharge a fizzled battle wand, the magic-user must "sacrifice" one of their currently-known spells to empower the wand, forgetting that spell until rememorized.

A **Battle Staff** is meant as more of a defensive item. It functions as a basic Staff for purposes of combat attacks. If a magic-user take a Defensive Action (see Combat rules) while wielding a Battle Staff, their Defense is raised by their current XP level until their next action (in addition to the normal Banes applied by the action). If hit by a natural 20 attack, the staff is drained of defensive power, and must be recharged using a method identical to that for charging battle wands.

Each battle wand and staff is a unique item, from the base components of its crafting to the energy it exudes. Use the table below to randomly determine the properties of yours.

Note: The base lists of options below were originally provided by Grey Knight on Google Plus (RIP), used with their permission (CC0).

Random Wizard Weapons

My wizard weapon is a:

1d2	type
1	wand
2	staff

My weapon is made of:

1d30	components
1	animal bone
2	birch wood

1d30	components
3	brass
4	bronze
5	copper
6	delicious candy
7	gnarled vines
8	granite
9	green glass
10	hazel wood
11	human bone
12	iron
13	ivory
14	mahogany
15	maple wood
16	marble
17	oak wood
18	pine wood
19	petrified wood
20	reforged blades
21	rowan wood
22	rusted iron
23	sandstone
24	steel
25	terracotta
26	tin
27	twisted and bound tentacles
28	welded chains
29	wicker
30	wrought iron

My weapon is decorated with:

1d20	decorations
1	boxes
2	bulbous lumps
3	chains
4	curlicues
5	demonic faces
6	dots
7	edging
8	flowers
9	hexagons
10	rings
11	runes
12	thin wires
13	scales
14	smooth panels
15	spikes
16	spirals
17	stars
18	streaks
19	vanes
20	webs

...which are made of:

1d20	materials
1	aluminium
2	amber
3	animal horn
4	coral
5	gold
6	jade
7	jasper

1d20	materials
8	lead
9	mirrored glass
10	mother-of-pearl
11	obsidian
12	onyx
13	platinum
14	porcelain
15	quartz
16	shell
17	silver
18	tortoise shell
19	titanium
20	zinc

It is tipped with "feature" "type" (roll on both tables below):

1d20	tip_features
1	an agate
2	an amber
3	an amethyst
4	a brass
5	a clear glass
6	a diamond-studded
7	an emerald-studded
8	a garnet-studded
9	a golden
10	an ivory
11	a jade
12	a mirrored
13	a mother-of-pearl
14	a pearly

1d20	tip_features
15	a peridot
16	a porcelain
17	a rusty
18	a sapphire-studded
19	a silver
20	a turquoise

(type:)

1d20	tip_types
1	acorn
2	conch
3	cube
4	egg-shape
5	eyeball
6	fan
7	feather
8	fist
9	fork
10	geometric cage
11	grape-like cluster
12	hand
13	orb
14	point
15	prism
16	pyramid
17	skull
18	snake
19	spiral
20	star

When I hold it, I alone notice:

1d24	effects
1	a burning smell
2	a distant buzzing noise
3	a faint glow
4	a goosing in your skin
5	a shimmering haze
6	a slight vibration
7	a soft murmur
8	a tickle in your palm
9	an occasional popping noise
10	an occasional twitch
11	an oily sheen
12	an unnatural feeling of arousal
13	intermittent puffs of smoke
14	it balances easily on its end
15	it is cold to the touch
16	it is damp to the touch
17	it is warm to the touch
18	it rotates slowly by itself
19	it writhes in your grip
20	the scent of minty herbs
21	the scent of old books
22	the scent of old leather
23	the smell of sulphur
24	the distant stink of rotting flesh

It attacks/defends with:

1d20	energy_forms
1	a field
2	a wavefront
3	an intense point

1d20	energy_forms
4	arcs
5	blasts
6	bolts
7	bursts
8	clouds
9	curling tendrils
10	discs
11	forking lines
12	geometric lines
13	orbs
14	pulses
15	runic shapes
16	shooting stars
17	skull shapes
18	waves
19	webs
20	wisps

which are made of:

1d20	energy_types
1	actinic sparks
2	arcane energy
3	burning plasma
4	choking sand
5	concussive force
6	crackling energy
7	dripping blood
8	eldritch goo
9	explosive flame
10	fearful darkness

1d20	energy_types
11	flensing particles
12	foul venom
13	freezing cold
14	frothing water
15	iridescent air
16	potent acid
17	rainbow light
18	spatial distortion
19	throbbing sound
20	vibrant lifeforce