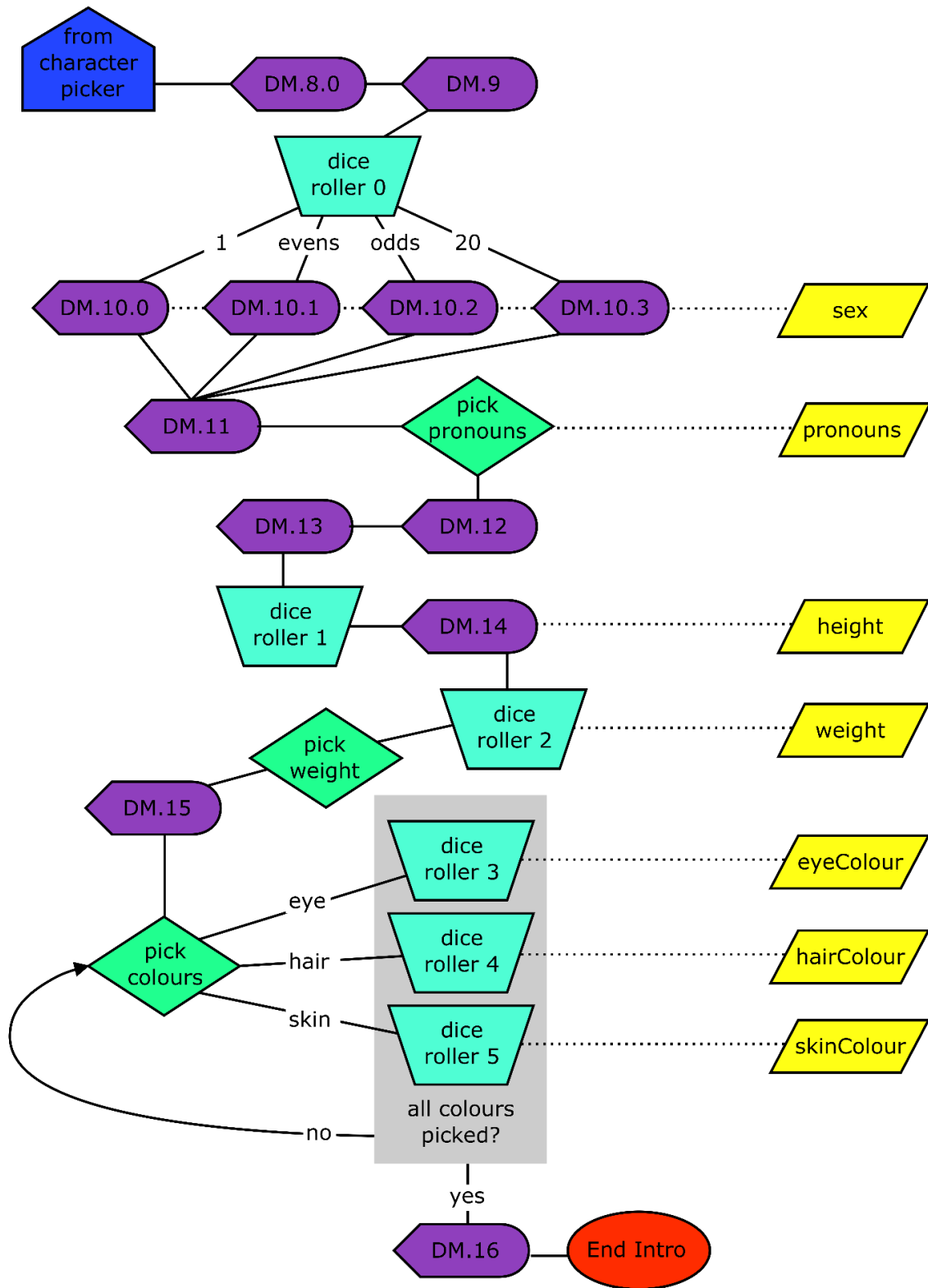


Encounter 0 - Dice Roller



Story Text

DM = DM Text **SB** = sentence builder **PC** = player choice **D** = roll dice **<data>** = player data

if(dndNoob)	<noob>	<mid>	<pro>
DM[8]	In D&D, the DM describes the scene then the player describes what their character tries to do. Whenever an outcome is uncertain, we roll dice to see what happens.	As a reminder, in RPGs we roll dice whenever the outcome of an action is uncertain.	As you know, in D&D we roll dice whenever the outcome of an action is uncertain.

DM[9]	You can think of the dice as fate, chance, the Universe, God, Satan, or whatever works for you. Basically, the dice decide the things that we don't get to decide for ourselves. For example, we don't get to choose the body we are born with. So let's roll a d20 to see what you're working with. Evens for female, odds for male.
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Roll for sex (d20)

D[0]	1	none
	evens	female
	odds	male
	20	hermaphrodite

PC[5]	I rolled a <result>
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DM[10]	Sorry to say this friend, but no sex for you. You're smooth as a Ken doll down there.
	Congratulations, you get a vagina!
	Congratulations, you get a penis!
	Natural 20! I think that means you get both a penis and a vagina!

DM[11]	Hopefully you're happy with what the dice have given you. But if you're not, you can seek out ways to change it in game. Don't worry though, sex has no bearing on the choices you can make or your ability to become a hero. Common language does tend to be gendered, however, so pick your character's preferred pronouns.
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PC[6]	she/her
	he/him

	they/them
	he/they
	she/they
	any/all

DM[12]	Got it, <pronouns> it is. You'll be able to change this at any time, if you find it doesn't feel right. Next, let's determine your character's size.
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DM[13]	(if)	
	<human>	Humans vary as widely in height and weight in the world of D&D as they do in real life, standing from under 5 to well over 6 feet tall and weighing between 125 to 250 pounds. Roll 2d10 to see how many inches over 4'8" your character is.
	<dwarf>	Though dwarves are all well under 5 feet tall, they are so wide and dense that they can weigh the same as any human. Roll 2d4 to see how many inches over 3'8" your character is.
	<elf>	Elves are graceful with fine features, and tend to be a bit shorter and more slender than humans. Roll 2d10 to see how many inches over 4'6" your character is.
	<halfling>	Halflings are short and stout and are all pretty much the same size, coming in at about 3 feet and between 40 and 45 pounds. Roll 2d4 to see how many inches over 2'7" and how many pounds over 35 lbs your character is.

Roll for height (dice roll stored as <heightMod>, total as <height>)

D[1]	(if)	
	<human>	4'8" + (2d10)
	<dwarf>	3'8" + (2d4)
	<elf>	4'6" + (2d10)
	<halfling>	2'7" + (2d4)

PC[7]	<die1> + <die2> = <result>
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(if)	<human> <dwarf> <elf>	<halfling>
DM[14]	<charName> is <height> tall. You pretty much have to take the height you get. Your weight on the other hand you do have	<charName> is <height> tall. Since halflings don't vary much in size, we'll just use that roll to determine <posPronoun>

	some control over, within a reasonable range for your height and body type. So roll twice for your weight modifier and pick the result you prefer.	weight as well.
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(if)	<human> <dwarf> <elf>	<halfling>
PC[8]	First roll.	*goto PC[10] option 1 only

(if)	<human> <dwarf> <elf>
PC[9]	Second roll.

Roll for weight with advantage (total stored as <weight>) *halfling does not get advantage

D[2]	(if)	
	<human>	110 lb + <heightMod> * (2d4) lb
	<dwarf>	115 lb + <heightMod> * (2d6) lb
	<elf>	100 lb + <heightMod> * (1d4) lb
	<halfling>	35 lb + <heightMod> * 1 lb

PC[10]	<die1> + <die2> = <result1>*	<die1> + <die2> = <result2>
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DM[15]	Alrighty, last but not least, let's roll for your character's colouring.
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PC[11]	if(!<eyeColour>)	Roll for eye colour
	if(!<hairColour>)	Roll for hair colour.
	if(!<skinColour>)	Roll for skin colour.

Eye colours

(if)	<human> (d6)	<dwarf> (d6)	<elf> (d6)	<halfling> (d4)
D[3]	amber	amber	gold	brown
	blue	black	silver	hazel
	brown	brown	amber	amber
	grey	grey	blue	grey
	green	green	grey	

	hazel	hazel	green	
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Hair colours

(if)	<human> (d6)	<dwarf> (d6)	<elf> (d6)	<halfling> (d4)
D[4]	black	black	green	brown
	dark brown	dark grey	blue	sandy brown
	red	brown	red	dirty blond
	blond	red	brown	grey
	dirty blond	dark brown	black	
	orange	light grey	blond	

Skin colours

(if)	<human> (d6)	<dwarf> (d6)	<elf> (d6)	<halfling> (d4)
D[5]	ivory	deep brown	copper	tan
	beige	rosy brown	bronze	peaches-and-cream
	light brown	light brown	bluish-white	light brown
	medium brown	deep tan	light brown	rosy brown
	dark brown	sienna	medium brown	
	very dark brown	umber	dark brown	

	if(<eyeColour> && <hairColour> && <skinColour>) else(goto PC[9])
DM[16]	Beautiful! <charName> has a <skinColour> complexion, with naturally <hairColour> hair, and <eyeColour> eyes. Feel free to add whatever adjectives you like to that as you build your mental picture of this character.