

AutoRoll Character Generator (use drop-downs and checkboxes to select equipment)



S&W Character Stats Generator	Character type:	Fighter	~		
Character Race (default is human):					
Dwarf: + 4 saves on magic; darkvision 60ft; fighter (max 8th) or fighter/thief (max 6th/7th)					

TRAIT	auto roll	Attribute			
STR	17	(score 17 fighter only) +2 to hit; +2 to damage; 4/6 open doors; +30 carry modifier			
DEX	13	(score between 13-18) +1 to missle weapons; Armor class better by 1			
CON	13	(score between 13-18) +1 hit point modifier; 100% raise dead survival ✓			
INT	11	(score 11) 2 additional languages; 6 maximum spell level; 50% chance understand spell; 4/6 basic spells level			
WIS	15	(score range 3-18) not a cleric			
СНА	11	(score between 9-12) maximum number of hirelings is 4 ✓			

Weapon		Supply List**			
or Armor	Characteristics	SELECT ON THE RADIO BUTTONS BELOW			
Main Melee Weapon +/-STR	Axe, battle one handed (1d8) two-handed (1d8+1) 🗸	✓ Backpack □ Barrel ✓ Bed roll □ Bell ✓ Block tackle	□ Wine- 1 bottle □ Candle □ Canvas □ Case (map) ☑ Chain (10ft)	✓ Chalk (1 piece) ☐ Chest ✓ Crowbar ✓ Fish Net ✓ Flask, leather	
Backup Melee Weapon +/-STR	Axe, hand (1d6)	✓ Flint Steel ✓ Garlic (1cl) ✓ Grapple ✓ Hammer ☐ Holy Symbol Wood	□ Holy Symbol Silver □ Holy water □ Ink □ Ladder 10ft ☑ Lock	☐ Lamp bronze ☐ Lamp bullseye ☐ Lamp hooded ☑ Manacles ☑ Mirror	
Ranged Weapon +/-DEX +/-STR fighter	Bow Short(1d6) rate of fire = 2; range = 50ft	☐ Music Inst ☐ Oil (1 pint) ☐ Parchment ☐ Pole 10ft ☐ Pot Iron	Rations, trail Rations dried H-Rope 50ft S-Rope 50ft Sack (15lb)	✓ Sack (30lb) ✓ Shovel ✓ Whistle □ Spellbook ✓ Spike	
Armor +/-DEX	AC4 [15] = Chain -4 + Shield -1 (no DEX bonus)✔	☐ Tent ☑ Torch ☑ Waterskin ☑ Wolfsbane	☐ Hand Cart ☐ Horse Riding ☐ War Horse ☐ Mule ☐ Rowboat ☐ Wagon		

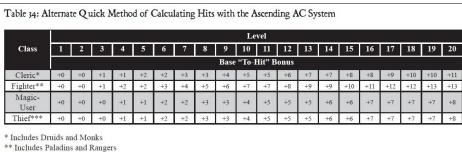
**All players start off with 3d6x10 gold pieces per level (if 3rd level, then it would be 3d6x30). Pricing of all items is on page 29-31. You <u>MUST</u> consult page 32 and the DM about weight, encumbrance, stealth and movement when listing supplies. For example, How do you plan on carrying a 10 foot ladder and a rowboat through a dungeon?



Automatic roll for hit points: You must add 1hp for each level IF your constitution is greater than 13

fighter palladin ranger*	HP	magic-user thief monk	HP	cleric assassin druid	HP
1st	8	1st	4	1st	6
2nd	16	2nd	8	2nd	12
3rd	22	3rd	11	3rd	15
4th	28	4th	14	4th	19
5th	38	5th	17	5th	29
6th	43	6th	21	6th	33
7th	50	7th	25	7th	40
8th	63	8th	28	8th	47
9th	71	9th	33	9th	46
10th	77	10th	37	10th	54

^{*}Rangers start with 1 extra 1d8



^{***} Includes Assassins