



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 missile 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
CHA	11	(score between 9-12) maximum number of hirelings is 4

Weapon or Armor	Characteristics	Supply List**		
		SELECT ON THE RADIO BUTTONS BELOW		
Main Melee Weapon +/-STR	Axe, battle one handed (1d8) two-handed (1d8+1)	<input checked="" type="checkbox"/> Backpack <input type="checkbox"/> Barrel <input checked="" type="checkbox"/> Bed roll <input type="checkbox"/> Bell <input checked="" type="checkbox"/> Block tackle	<input type="checkbox"/> Wine- 1 bottle <input type="checkbox"/> Candle <input type="checkbox"/> Canvas <input type="checkbox"/> Case (map) <input checked="" type="checkbox"/> Chain (10ft)	<input checked="" type="checkbox"/> Chalk (1 piece) <input type="checkbox"/> Chest <input checked="" type="checkbox"/> Crowbar <input checked="" type="checkbox"/> Fish Net <input checked="" type="checkbox"/> Flask, leather
Backup Melee Weapon +/-STR	Axe, hand (1d6)	<input checked="" type="checkbox"/> Flint Steel <input checked="" type="checkbox"/> Garlic (1cl) <input checked="" type="checkbox"/> Grapple <input checked="" type="checkbox"/> Hammer <input type="checkbox"/> Holy Symbol Wood	<input type="checkbox"/> Holy Symbol Silver <input type="checkbox"/> Holy water <input type="checkbox"/> Ink <input type="checkbox"/> Ladder 10ft <input checked="" type="checkbox"/> Lock	<input type="checkbox"/> Lamp bronze <input type="checkbox"/> Lamp bullseye <input type="checkbox"/> Lamp hooded <input checked="" type="checkbox"/> Manacles <input checked="" type="checkbox"/> Mirror
Ranged Weapon +/-DEX +/-STR fighter	Bow Short(1d6) rate of fire = 2; range = 50ft	<input type="checkbox"/> Music Inst <input type="checkbox"/> Oil (1 pint) <input type="checkbox"/> Parchment <input type="checkbox"/> Pole 10ft <input type="checkbox"/> Pot Iron	<input type="checkbox"/> Rations, trail <input checked="" type="checkbox"/> Rations dried <input type="checkbox"/> H-Rope 50ft <input checked="" type="checkbox"/> S-Rope 50ft <input checked="" type="checkbox"/> Sack (15lb)	<input checked="" type="checkbox"/> Sack (30lb) <input checked="" type="checkbox"/> Shovel <input checked="" type="checkbox"/> Whistle <input type="checkbox"/> Spellbook <input checked="" type="checkbox"/> Spike
Armor +/-DEX	AC4 [15] = Chain -4 + Shield -1 (no DEX bonus)	<input type="checkbox"/> Tent <input checked="" type="checkbox"/> Torch <input checked="" type="checkbox"/> Waterskin <input checked="" type="checkbox"/> Wolfsbane	<input type="checkbox"/> Hand Cart <input type="checkbox"/> Horse Riding <input type="checkbox"/> War Horse <input type="checkbox"/> Mule <input type="checkbox"/> Rowboat <input type="checkbox"/> Wagon	<input checked="" type="checkbox"/> 20 Arrows x____ <input type="checkbox"/> 20 Heavy bolts x____ <input type="checkbox"/> 20 Light Bolts x____ <input type="checkbox"/> 20 Stones x____ <input checked="" type="checkbox"/> Arrow Quiver holds 20 <input type="checkbox"/> Bolt Quiver holds 20 <input type="checkbox"/> Stone Pouch holds 20

****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 MUST 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

Table 34: Alternate Quick Method of Calculating Hits with the Ascending AC System

Class	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Base "To-Hit" Bonus																			
Cleric*	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
Fighter**	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
Magic-User	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8
Thief***	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8

* Includes Druids and Monks

** Includes Paladins and Rangers

*** Includes Assassins