



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



S&W Character Stats Generator

Character type: Magic-user

Character Race (default is human):

Human: single class only (unlimited in any class); default for all races is 2 in 6 searching for secret doors

TRAIT	auto roll	Attribute
STR	16	(score 16 or greater any class but fighter) +1 to hit; +1 to damage; 3/6 open doors; +15 carry modifier
DEX	15	(score between 13-18) +1 to missile weapons; Armor class better by 1
CON	16	(score between 13-18) +1 hit point modifier; 100% raise dead survival
INT	16	(score 16) 5 additional languages; 8 maximum spell level; 75% chance understand spell; 6/10 basic spells level
WIS	8	(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	Staff two-handed (1d6)	<input checked="" type="checkbox"/> Backpack <input type="checkbox"/> Barrel <input checked="" type="checkbox"/> Bed roll <input type="checkbox"/> Bell <input type="checkbox"/> Block tackle	<input checked="" type="checkbox"/> Wine- 1 bottle <input checked="" type="checkbox"/> Candle <input type="checkbox"/> Canvas <input type="checkbox"/> Case (map) <input type="checkbox"/> Chain (10ft)	<input checked="" type="checkbox"/> Chalk (1 piece) <input type="checkbox"/> Chest <input type="checkbox"/> Crowbar <input type="checkbox"/> Fish Net <input type="checkbox"/> Flask, leather
Backup Melee Weapon +/-STR	Dagger (1d4)	<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 checked="" type="checkbox"/> Ink <input type="checkbox"/> Ladder 10ft <input type="checkbox"/> Lock	<input type="checkbox"/> Lamp bronze <input checked="" type="checkbox"/> Lamp bullseye <input type="checkbox"/> Lamp hooded <input checked="" type="checkbox"/> Manacles <input checked="" type="checkbox"/> Mirror
Ranged Weapon +/-DEX +/-STR fighter	Dagger (1d4) rate of fire = 1; range = 10ft	<input type="checkbox"/> Music Inst <input checked="" type="checkbox"/> Oil (1 pint) <input checked="" 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 type="checkbox"/> Shovel <input checked="" type="checkbox"/> Whistle <input checked="" type="checkbox"/> Spellbook <input type="checkbox"/> Spike
Armor +/-DEX	AC9 [10] = No Armor	<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 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 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	16
4th	28	4th	12	4th	23
5th	38	5th	19	5th	28
6th	46	6th	21	6th	32
7th	52	7th	26	7th	37
8th	58	8th	31	8th	43
9th	71	9th	35	9th	42
10th	79	10th	36	10th	57

*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