

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 missle 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			
СНА	11	(score between 9-12) maximum number of hirelings is 4 ✓			

Weapon or	Characteristics	Supply List**			
Armor	Characteristics	SELECT ON THE RADIO BUTTONS BELOW			
Main Melee Weapon +/-STR	Staff two-handed (1d6)	☑ 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	Dagger (1d4)	✓ 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	Dagger (1d4) rate of fire = 1; range = 10ft	☐ 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	AC9 [10] = No Armor	☐ Tent ☑ Torch ☑ Waterskin ☑ Wolfsbane	☐ Hand Cart ☐ Horse Riding ☐ War Horse ☐ Mule ☐ Rowboat ☐ Wagon	□ 20 Arrows x □ 20 Heavy bolts x □ 20 Light Bolts x □ 20 Stones x □ Arrow Quiver holds 20 □ Bolt Quiver holds 20 □ Stone Pouch holds 20	

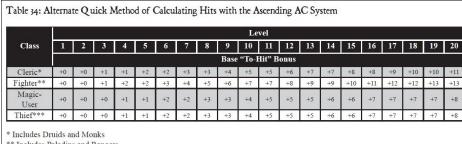
**All players start off with 3d6x10 gold pieces per level (if 3rd level, then it would be 3d6x30). Pricing of all items is on page 29-31. You <u>MUST</u> consult page 32 and the DM about weight, encumbrance, stealth and movement when listing supplies. For example, How do you plan on carrying a 10 foot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



^{**} Includes Paladins and Rangers

^{***} Includes Assassins