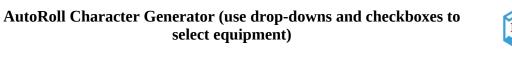
select equipment)



S&W Character Stats Generator

Character type: Cleric

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	15	(score between 13-15) +1 to hit; +0 to damage; 2/6 open doors; +10 carry modifier
DEX	13	(score between 13-18) +1 to missle weapons; Armor class better by 1 🗸
CON	14	(score between 13-18) +1 hit point modifier; 100% raise dead survival V
INT	16	(score 16) 5 additional languages; 8 maximum spell level; 75% chance understand spell; 6/10 basic spells level
WIS	17	(CLERIC ONLY: score greater than 15) +1 first level spell V
CHA	11	(score between 9-12) maximum number of hirelings is 4 🗸

Weapon or	Characteristics	Supply List**								
Armor		SELECT ON THE RADIO BUTTONS BELOW								
Main Melee Weapon +/-STR	Mace, Heavy (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	Hammer, War (1d4+2)	 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	Sling (1d4) rate of fire 1; range = 40ft	 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	AC5 [14] = Ring -3 + Shield -1	 □ 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	15
4th	30	4th	13	4th	19
5th	36	5th	17	5th	26
6th	43	6th	23	6th	35
7th	55	7th	27	7th	36
8th	60	8th	30	8th	46
9th	69	9th	33	9th	47
10th	73	10th	39	10th	58

*Rangers start with 1 extra 1d8

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