



AutoRoll Character Generator (use drop-downs and checkboxes to 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 missile weapons; Armor class better by 1
CON	14	(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	17	(CLERIC ONLY: score greater than 15) +1 first level spell
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	Mace, Heavy (1d6)	<input checked="" type="checkbox"/> Backpack <input type="checkbox"/> Barrel <input 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 type="checkbox"/> Chalk (1 piece) <input type="checkbox"/> Chest <input checked="" type="checkbox"/> Crowbar <input type="checkbox"/> Fish Net <input type="checkbox"/> Flask, leather
Backup Melee Weapon +/-STR	Hammer, War (1d4+2)	<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 checked="" type="checkbox"/> Holy Symbol Silver <input checked="" type="checkbox"/> Holy water <input checked="" type="checkbox"/> Ink <input type="checkbox"/> Ladder 10ft <input type="checkbox"/> Lock	<input type="checkbox"/> Lamp bronze <input type="checkbox"/> Lamp bullseye <input checked="" type="checkbox"/> Lamp hooded <input type="checkbox"/> Manacles <input type="checkbox"/> Mirror
Ranged Weapon +/-DEX +/-STR fighter	Sling (1d4) rate of fire 1; range = 40ft	<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 type="checkbox"/> Sack (15lb)	<input checked="" type="checkbox"/> Sack (30lb) <input type="checkbox"/> Shovel <input type="checkbox"/> Whistle <input type="checkbox"/> Spellbook <input checked="" type="checkbox"/> Spike
Armor +/-DEX	AC5 [14] = Ring -3 + Shield -1	<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 checked="" type="checkbox"/> 20 Stones x____ <input type="checkbox"/> Arrow Quiver holds 20 <input type="checkbox"/> Bolt Quiver holds 20 <input checked="" 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	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

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