



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



S&W Character Stats Generator

Character type: Thief ▼

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	10	(score between 9-12) +0 to hit; +0 to damage; 2/6 open doors; +5 carry modifier ▼
DEX	17	(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	12	(score 12) 3 additional languages; 6 maximum spell level; 55% chance understand spell; 4/6 basic spells level ▼
WIS	12	(score range 3-18) not a cleric ▼
CHA	13	(score between 13-15) maximum number of hirelings is 5 ▼

Weapon or Armor	Characteristics	Supply List**		
		SELECT ON THE RADIO BUTTONS BELOW ▼		
Main Melee Weapon +/-STR	Axe, hand (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 type="checkbox"/> Wine- 1 bottle <input 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	Sword short (1d6) ▼	<input checked="" type="checkbox"/> Flint Steel <input checked="" type="checkbox"/> Garlic (1cl) <input 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 type="checkbox"/> Lock	<input type="checkbox"/> Lamp bronze <input type="checkbox"/> Lamp bullseye <input type="checkbox"/> Lamp hooded <input type="checkbox"/> Manacles <input type="checkbox"/> Mirror
Ranged Weapon +/-DEX +/-STR fighter	Bow Short(1d6) rate of fire = 2; range = 50ft ▼	<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 checked="" type="checkbox"/> H-Rope 50ft <input type="checkbox"/> S-Rope 50ft <input checked="" 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	AC7 [12] = Leather -2 ▼	<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?**



PRINT

**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	19	3rd	11	3rd	17
4th	31	4th	13	4th	20
5th	36	5th	19	5th	24
6th	42	6th	21	6th	33
7th	54	7th	27	7th	39
8th	59	8th	30	8th	46
9th	68	9th	35	9th	46
10th	77	10th	39	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