

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



S&W Character Stats Generator	Character type:	Fighter	~		
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	17	(score 17 fighter only) +2 to hit; +2 to damage; 4/6 open doors; +30 carry modifier					
DEX	14	(score 14 Fighter) +1 to missle weapons; Armor class better by 1; PARRY -1 ✓					
CON	16	(score between 13-18) +1 hit point modifier; 100% raise dead survival ✓					
INT	11	(score 11) 2 additional languages; 6 maximum spell level; 50% chance understand spell; 4/6 basic spells level					
WIS	3	(score range 3-18) not a cleric					
СНА	5	(score between 5-6) maximum number of hirelings is 2 🔻					

Weapon		Supply List**			
or Armor	Characteristics	SELECT ON THE RADIO BUTTONS BELOW			
Main Melee Weapon +/-STR	Sword two-handed (1d10)	☑ 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	[Axe, battle one handed (1d8) two-handed (1d8+1) ✔	☑ 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	Bow Long (1d6) rate of fire = 2; range = 70ft	☐ 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	AC6 [13] = Ring -3	✓ Tent ☐ Torch ✓ Waterskin ✓ Wolfsbane	☐ Hand Cart ☐ Horse Riding ☐ War Horse ☐ Mule ☐ Rowboat ☐ Wagon		

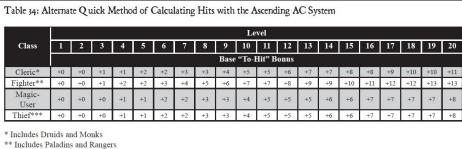
**All players start off with 3d6x10 gold pieces per level (if 3rd level, then it would be 3d6x30). Pricing of all items is on page 29-31. You <u>MUST</u> consult page 32 and the DM about weight, encumbrance, stealth and movement when listing supplies. For example, How do you plan on carrying a 10 foot 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	18	3rd	11	3rd	16
4th	29	4th	15	4th	19
5th	35	5th	17	5th	28
6th	43	6th	22	6th	34
7th	54	7th	24	7th	39
8th	56	8th	30	8th	47
9th	67	9th	34	9th	44
10th	77	10th	36	10th	59

^{*}Rangers start with 1 extra 1d8



^{***} Includes Assassins