



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 missile 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
CHA	5	(score between 5-6) maximum number of hirelings is 2

Weapon or Armor	Characteristics	Supply List**		
				SELECT ON THE RADIO BUTTONS BELOW
Main Melee Weapon +/-STR	Sword two-handed (1d10)	<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	Axe, battle one handed (1d8) two-handed (1d8+1)	<input checked="" type="checkbox"/> Flint Steel <input 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 checked="" 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 checked="" type="checkbox"/> Lamp hooded <input type="checkbox"/> Manacles <input type="checkbox"/> Mirror
Ranged Weapon +/-DEX +/-STR fighter	Bow Long (1d6) rate of fire = 2; range = 70ft	<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 type="checkbox"/> Spike
Armor +/-DEX	AC6 [13] = Ring -3	<input checked="" type="checkbox"/> Tent <input 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?**



**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

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	+6	+6	+7	+7	+7	+7	+7	+8
Thief***	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+6	+7	+7	+7	+7	+7	+8

* Includes Druids and Monks

** Includes Paladins and Rangers

*** Includes Assassins