

# Character Generation

by Alex Schroeder <[kensanata@gmail.com](mailto:kensanata@gmail.com)>

and Adrian Shieh <<http://occamskatana.blogspot.com/>>

First, roll 3d6 in order for your abilities: strength, dexterity, constitution, intelligence, wisdom, and charisma.

Then, pick your class – you get to choose between the following:

**Fighter** you can fight well; this is the simplest character to play

**Elf** you can memorize the spells in your spell book and you can fight well but you will advance very slowly; you can see in the dark

**Wizard** you can memorize the spells in your spell book but you cannot fight very well; you may be weak at first but if you survive, you will be very powerful

**Dwarf** you are small but hardy and you can fight well; you sometimes know things about underground constructions; you can see in the dark

**Cleric** you can fight (but not as well as a fighter) and you can work miracles granted to you by the gods (but your spells are not as powerful as a wizard's spells)

**Halfling** you are even smaller and you are always bare-foot; you can hide well and you are good at throwing and shooting things; you are harder to hit by giants

**Roll for hit-points** and add your Constitution bonus. Fighters and Dwarves roll 1d8, Wizards roll 1d4, everybody else rolls 1d6.

Instead of rolling for starting gold and buying your equipment, all of this is determined by a **roll on the following tables!**

1d8

**Fighter**

**Wizard**

**Cleric**

- |   |  |   |   |
|---|--|---|---|
| 1 | you're a <b>bandit</b> ; you had to flee your native village and know how to survive in the forest, how to hunt, and how to ambush merchants; you own leather armor and a club, a longbow, and twenty arrows | you're a <b>mystic</b> ; you have black, curly hair; if you are male, you have a huge braided beard and walk around with a bare chest; if you are female, your eyes have the longest eyelashes and you have a mesmerizing gaze; your familiar is a hawk; you inscribed the spell <i>charm person</i> on a clay tablet | you're an <b>inquisitor</b> ; you own chain mail, a heavy leather coat, a crossbow, a mace, three bottles of holy water, four wooden stakes and garlic and a big silver holy symbol hanging around your neck; you prayed for <i>protection from evil</i> this morning |
| 2 | you're a <b>runaway</b> ; you took your uncle's militia equipment and ran away from home; you own leather armor, a shield, and a longsword   | you're a <b>student</b> of the arcane arts; you wear a pointy hat and a black cloak and you carry a staff; you have a raven familiar and you wrote the spell <i>detect magic</i> in a large, leather bound spell book   | you're a <b>priest</b> ; you are well dressed, you have a fresh haircut, and you own a silver holy symbol, a shield and a mace; you belong to a big temple and this morning you were granted <i>cure light wounds</i> this morning                                    |
| 3 | you're a <b>guard</b> ; you joined the militia as a youth and worked your way up; you own chain mail, an excellent helmet, a shield, and a longsword   | you're a <b>druid</b> ; you know the secrets of plants and animals; you own a staff, a sling, and a strength potion; your familiar is a white owl; you inscribed the spell <i>sleep</i> on dried bark   | you're a half-naked <b>shaman</b> ; your chest and arms are covered in tattoos, you wear a lot of amulets, charms, and bone fetishes; you have a totem animal that provides for you; you were granted <i>cure light wounds</i> this morning                           |
| 4 | you're a <b>knight errant</b> ; you own a horse, a lance, a longsword, a battered shield, tarnished plate armor, and a dented helmet; your tabard and your shield bear your coat of arms                     | you're a <b>rune caster</b> ; you own a set of rune stones, dice, a pouch with small bones, a tattoo needle, and ink; your familiar is a ferret; you have tattooed the spell <i>protection from evil</i> onto your skin   | you're a <b>paladin</b> ; you own a white horse, a longsword, a flail, a steel shield, shining armor, and a helmet with a fancy visor; you carry a holy banner of your church; you were granted <i>cure light wounds</i> this morning                                 |

1d8

**Fighter**

**Wizard**

**Cleric**

- |   |   |  |  |
|---|---|--|--|
| 5 | you're a <b>mercenary</b> ; it's what poor people did in your home village; your company has become a second family to you; you own a chain mail, a nice open helmet, a mace, a crossbow, and a polearm                   | you're a <b>necromancer</b> ; you own a staff with a human skull on it, a heavy cloak; your eyes are practically white; your familiar is a big spider; your spell book is a moldy tome containing the spell <i>sleep</i>                               | you're a <b>bard</b> ; when you sing the air glows and magic happens; you have a lyre, leather armor, a longsword, three concealed throwing knives, a nice, clean shirt, colorful pants, and beautiful suede boots; you were granted <i>remove fear</i> this morning |
| 6 | you're a <b>barbarian</b> ; whenever the harvest fails, your tribe sends young ones out to raid; you own leather armor, a horned helmet, two hand axes, and a big, two-handed greataxe                                    | you're a <b>witch</b> ; you own a love potion, a sleeping draught, a healing potion, a broom, a crystal ball, and fortune telling cards; your familiar is a black cat; your herbarium is your spell book and it contains the spell <i>charm person</i> | you're a <b>hermit</b> ; you lived in a cave for many years; you own a thin blanket, a sling, and a staff with some bells on it acting as your holy symbol; you prayed for <i>detect evil</i> this morning   |
| 7 | you're an <b>assassin</b> ; you changed your name and history so often you can hardly remember the original; you own black leather armor, a black cloak, lock picks, a dagger, a crossbow, and three tiny vials of poison | you're a <b>pyromancer</b> ; your hair grows like crazy; when you're angry little flames flare up around your hands; your familiar is a lizard; you engraved the spell <i>magic missile</i> into the metal rings and bracers you are wearing           | you're an <b>oracle</b> ; you can see spirits and you can hear the gods speak; your sleep is filled with prophetic visions; you own a light tunic, ceremonial short spear, a golden shield, and a golden helmet; you were granted <i>light</i> this morning          |
| 8 | you're a <b>pirate</b> ; you were shanghaied as a youth and adopted into the ship's family; you own no armor, but you own a cutlass or scimitar, a bottle of rum, and an old treasure map                                 | you're a <b>geomancer</b> ; you can feel earth blood like other people feel the wind on their face; you lost all your hair; your familiar is a rat; your spell book is full of geometric drawings and tables detailing the spell <i>read languages</i> | you're a <b>monk</b> ; you have trained body and soul for many years; you own a staff but no armor; your fists strike like a sledgehammer; you prayed for <i>protection from evil</i> this morning   |

1d8

Elf

Dwarf

Halfling

- |   |  |  |  |
|---|--|--|--|
| 1 | you are a <b>woodland hunter</b> ; you own an elven longbow with twenty arrows and a curved dagger decorated with silver runes; the lore masters have taught you the spell <i>sleep</i> to keep you safe while alone in the wilderness | you are a <b>miner</b> but it was dangerous work for little gain; you own a canary bird in a wooden cage, a small pony to carry your load, a lantern, studded leather armor and a heavy pick             | you are a <b>shepherd</b> ; you own a sling, a club, a dagger, a woolen cloak and a ferocious wolf dog that will defend you in combat  |
| 2 | you are a <b>student of ancient lore</b> ; you own a ceremonial elven longsword in the old tradition and a set of chain mail; the lore masters have taught you the spell <i>read languages</i> to help your studies                    | you are a <b>gem cutter</b> by trade but decided to go looking for the real thing; you own gleaming chain mail, a beautiful two-handed sword and a jewel encrusted girdle handed to you from your father | you are a <b>gardener</b> ; you own a hammer and a sling and some ill-fitting goblin leather armor; you know how to arrange flowers, brew tea and cut a hedge; you have no idea what you are doing on an adventure like this |
| 3 | you are a <b>spell singer</b> ; you own an elegant elven longsword, a dagger, leather armor, a wooden shield, a lyre and a silver flute; you have learned the spell <i>charm person</i> to keep you safe in human lands                | you are <b>berserker</b> with warding tattoos covering every inch of your skin; you own a two-handed dwarven battle axe inscribed with old runes of death and destruction and battered scale armor       | you are a <b>scout</b> and have traveled the wilderness; you own leather armor, a shield, a short sword and a sling  |
| 4 | you are a <b>fae knight</b> ; you own a white horse, a white steel plate armor, a shield, a lance, a long sword, a mace; your master taught you the spell <i>protection from evil</i> before sending out into the world                | you are <b>rune warrior</b> and a defender of the realm; you own the finest dwarven plate armor, a heavy shield engraved with runes of protection and an axe.  | you are a bored <b>landowner</b> but left your siblings in charge of it all; you own a short sword, a shield, light dwarven chain mail and a sling   |
| 5 | you are a <b>sea elf</b> ; you own a trident, a net, a longbow and a longsword; the captain of your first ship has taught you the <i>sleep</i> spell   | you are a <b>grizzled campaigner</b> from the goblin wars; you own plate mail, an iron hat, a polearm (halberd), a hand axe, and a dagger  | you are a <b>crazy naked halfling cannibal</b> ; you own a dagger, a femur bone usable as a club and a lot of blue body paint  |

1d8

### Elf

### Dwarf

### Halfling

- |   |   |  |  |
|---|---|--|--|
| 6 | you are a <b>moon elf</b> and belong to the wild hunt; you own a horse, a horn, a longbow, a scimitar, a silver dagger and a wolf hound companion that will attack anything that flees; the lore masters have taught you the spell <i>detect magic</i> to aid you in your raids | you are an <b>armor smith</b> ; you made your own suit of plate mail including a dwarven dread helmet and a spiked shield; you own a hammer, 100 gp and a single gem worth 1000 gp which your last client paid you | you are an <b>escaped slave</b> , broken by years spent in the darkness deep in a kobold mine; you own a pick axe, ill-fitting goblin armor, a serrated goblin dagger and a wooden shield  |
| 7 | you are a <b>shadow elf</b> from a far realm with a fist-sized spider companion; you own a billowing shadow cloak, studded leather armor, a black shield, a scimitar and a curved dagger; you have studied the spell <i>hold portal</i>   | you are a <b>surface merchant</b> ; you own a suit of chain mail armor, a shield, a hammer, a donkey, a cart, 200 gp in trade goods, and three gems worth 50 gp each   | you are a <b>halfling hero</b> having stopped a raging bull with a blow of your fist and killed a charging boar with your spear; everybody loves you; you own chain mail, a spear, an axe, and a very big helmet                     |
| 8 | you are a <b>dark elf</b> from under the mountain and a member of the winter court; you own elegant robes, a silver diadem worth 100 gp and a scimitar engraved with silver runes of banishment; you have studied the <i>light</i> spell  | you are a <b>dwarf outlaw</b> that fled to the surface; they cut off your beard if you had one, shaved your head, branded your face; you own lousy human leather armor, a hatchet, knuckle dusters and a dagger    | you' are a clever <b>goblin</b> masterfully disguised as an ugly halfling; you own sturdy studded leather armor made by goblins, a sling stolen from a halfling shepherd and an elven short sword with incomprehensible silver runes |

# Equipment

## 1d6 Past Experience

- 1 **mountaineer**, rope, grappling hook, ice-pick
- 2 **thief**, hammer, spikes, skeleton key, mask, gloves
- 3 **miner**, six torches, chalk, canary bird in a cage
- 4 **night watch**, lantern, two oil flasks, whistle
- 5 **quack**, silver spoon, six empty glass vials
- 6 **cook**, whetstone, meatcleaver, fork, frying pan

## 1d6 Character

- 1 **glutton**, start with extra rations, apples, cooked eggs, and bacon
- 2 **vain**, start with a mirror, razor, soap, perfume, kohl, and lipstick
- 3 **superstitious**, start with an amulet from your favorite temple
- 4 **drinker**, start with two bottles of *very* strong booze
- 5 **paranoid**, start with trip-wire, manacles, and two sets of keys
- 6 **greedy**, start with two large sacks and a shoulder bag

# Background

## 1d4 Early Years

- 1 **urban youth**, you grew up in the streets of a big city
- 2 **woodsman**, you grew up in a remote forest hamlet
- 3 **street urchin**, you grew up on a graveyard and in the sewers
- 4 **farmer**, your parents worked the fields

## 1d4 Recent Past

- 1 an uncle just died and left you an **inheritance**; start with 100gp
- 2 you committed a **shameful deed** and had to leave town; start with 20gp
- 3 you just escaped a **robbery**; start with 0gp
- 4 you decided to be an **explorer**; start with a mule, a map, a shovel, and a 20gp debt