

Character Creation

1. ROLL 3d6 FOR EACH
ABILITY, IN ORDER

Charisma

Modifier

Constitution

Modifier

Dexterity

Modifier

Intelligence

Modifier

Strength

Modifier

Wisdom

Modifier

2. TRANSPOSE TWO VALUES IF
DESIRED

3. NOTE MODIFIERS FOR
EACH ABILITY

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

If total of modifiers is less than zero, then
player may discard and begin again.

5. CHOOSE A CLASS

- Cleric
- Fighter
- Magic-User
- Specialist

6. DETERMINE HIT POINTS

Randomly determine the character's starting Hit Points (HP) according to the table below.

Add the character's Constitution modifier.

If the rolled amount is less than the Minimum indicated number on the following chart, simply use the number shown on the chart instead.

Class	HP	Minimum HP
Cleric	1d6	4
Fighter	1d8	8
Magic-User	1d6	3
Specialist	1d6	4

7. Record To-Hit Bonus

a. Record To-Hit Base

Class	To-Hit Base
Cleric	+1
Fighter	+2
Magic-User	+1
Specialist	+1

b. Record Melee To-Hit Bonus

Add To-Hit Base and Strength Modifier.

c. Record Missile Weapon To-Hit Bonus

Add To-Hit Base and Dexterity Modifier.

8. Record Saving Throws

a. Record the saving throw for each class of character.

Save Vs.	Cleric	Fighter	M-U	Specialist
Paralyze	14	16	13	14
Poison	11	16	13	16
Breath	16	16	16	15
Device	12	15	13	14
Spells	15	18	14	14

b. Record Modifiers from Attributes

- Record the Intelligence Modifier in the Vs. Magic slot
- Record the Wisdom Modifier in the Vs. Non-Magic Slot

9. Select Alignment

Magic-Users must be Chaotic.

Clerics must be Lawful.

Fighters and Specialists must choose between Chaotic, Lawful, and Neutral.

10. Skills

All characters begin with a 1 in 6 chance for all skills.

A Specialist may add a total of 4 pips across any "skill dice" he chooses.

11. Armor Class

An unarmored character has a Base Armor Class of 12. Armored Characters have the Base Armor Class assigned by the Armor.

The Dexterity Modifier is applied to the Armor Class.

Shields grant +1 Melee AC and +2 Ranged AC.

If Surprised, the Dexterity Modifier bonus is lost and a -2 is applied to the Armor Class.

12. Starting Money

Every character begins with $3d6 \times 10$ sp.

If a character starts above first level, then he begins with 180 sp plus $3d6 \times 10$ sp for every level greater than one. For example, a fourth level character would begin with $180 + (9d6 \times 10)$ sp).

CURRENCY CONVERSION	
1 Gold Piece (gp)	
= 50 Silver Pieces (sp)	
= 500 Copper Pieces (cp)	

13. Purchasing Equipment

There are no limits on what classes can use what weapons or armor.

However, a Magic-User that is more than lightly encumbered cannot cast a spell.

A Cleric must have one hand free to clutch a Holy Symbol to cast a spell.

Note that in the Equipment list, *Italicized* items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance.

Items listed in both italics and bold are considered to be Oversized.

14. Spells

At the start of play, every Magic-User's spellbook contains Read Magic plus three other randomly-determined first level spells.

Clerics can cast any spell on their spell list, and do not use spellbooks. So all first level Clerics have full access to all first level spells.

Both Magic-Users and Clerics can select one first level spell each day to memorize and prepare from their respective spell lists.

15. Name Your Character

Choose a name with a northern European origin.

NOTES ON ALIGNMENT

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

LAWFUL

The universe has an ultimate, irrefutable truth, and a flawless, unchanging plan towards which all events inevitably march. As time moves on, all distraction and resistance to this plan falters until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but have no knowledge of what that destiny is and what their role will be in fulfilling it. So they are forever looking for signs and omens to show them their proper way.

CHAOTIC

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of the universe; it destroys all that seeks to be permanent. It allows great miracles as reality alters at the whim of those that can call the eldritch forces, and it causes great catastrophe as beings we call demons (and far, far worse) rip into our reality and lay waste to all. Everything that is made will be unmade. Nothing exists, and nothing can ever exist, not in a way that the cosmos can ever recognize. Those who are Chaotic in alignment are touched by magic, and consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

NEUTRAL

To be Neutral is merely to exist between the forces of Law and Chaos. Mortal beings exist as Neutral creatures, and remain so throughout their existence unless taking specific steps (often unwittingly) to align themselves otherwise. In fact, most beings would be rather displeased with the notion of pure Law and Chaos, as they are defined in alignment terms. Even most who would claim allegiance to Law or Chaos are not actually Lawful or Chaotic. In the real world, every human being that has ever existed has been Neutral.

NOTES ON CLASSES

CLERIC

Some religions teach the people how to receive the grace of their loving deity. Some religions teach the people how to survive the wrath of a cruel and vicious deity. Some religions simply strive to teach the truth about creation. All religions serving true powers have one thing in common: people blessed by their deity with mystic powers.

The class name is Clerics. But they can be nuns, warriors, peasant girls, monks, mystics. These people might be officials of the Church or commoners with exceptional abilities. (A Cleric, for example, might be nun run off from her convent but rich in faith in God.)

There is no "communication" with any divine voice or presence, no certainty as to the source of the powers. Each Cleric can be suffer doubt about the province of their abilities. And while some accept their powers as God's gift, other might see their powers as a curse: uncertain of their destiny; able to do what other cannot not, but never enough to bring God's will to this world.

Clerics cast spells from the Cleric spell list. These are the 1st level spells:

1. Bless
2. Command
3. Cure Light Wounds*
4. Detect Evil*
5. Invisibility to Undead*
6. Protection from Evil*
7. Purify Food & Drink*
8. Remove Fear*
9. Sanctuary
10. Turn Undead

FIGHTER

Slaughter defines man's history. Every new era is defined by the cruelty man inflicts upon man, or the victory fighting against it. To those in power, soldiers are but tools to shape the populace to their whims. The price that is paid to enact their desires is irrelevant to those giving the orders.

In battle, there is no law. Man maims man. Horribly wounded men scream for mercy as their life's blood pours out from cruelly hacked wounds. Their cries are ignored and their lives extinguished by those too cruel or frightened to listen. Poets and politicians speak of the honor of battle for a just cause, but in battle there is no justice. There is just death from metal implements that crush, slash, and stab.

To be willing to slaughter at another's command in the name of peace and nobility, to be hardened to the deaths of loved companions, to be immersed in this worthlessness of life, that is the life of a soldier.

Fighters are these soldiers that have seen the cruelty of battle, have committed atrocities that in any just universe will damn them to Hell, and have survived.

Fighters begin with the best combat capabilities in the game, and are the only character class to further improve in combat skill as levels are gained.

MAGIC-USER

Most of the world lies sheltered from the existence of magic, encountering it only as it victimizes them. They huddle in their churches for comfort and trade their freedom and dignity to a ruler as they beg for protection, all for the fear of the supernatural which they do not, and cannot, understand.

Magic-Users choose a different path. Instead of cowering away from the darkness, they revel in it. They see the forces of magic as a new frontier to explore, a new tool for the attainment of power and knowledge. If it blackens the soul to equal that of any devil, it is but a small price to pay.

Magic-Users can cast spells from the Magic-User spell list.

These are the first level Magic-User spells:

1. Bookspeak
2. Charm Person
3. Comprehend Languages*
4. Detect Magic
5. Enlarge*
6. Faerie Fire
7. Feather Fall
8. Floating Disc
9. Hold Portal
10. Identify
11. Light*
12. Magic Aura*
13. Magic Missile
14. Mending
15. Message
 - Read Magic
16. Shield
17. Sleep
18. Spider Climb
19. Summon
20. Unseen Servant

SPECIALIST

Fighters are adventurers because they are so inured to death that they cannot settle down to a normal life. Magic-Users are those that have pursued the dark arts and are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they want to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities than all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives "points" which can be allocated to improve his ability in the chosen skills.

These are the skills the Specialist can improve upon:

Architecture
Bushcraft
Climb
Languages
Search
Sleight of Hand
Sneak Attack
Stealth
Tinker