

D&D CHARACTER CREATION

1. Roll ability scores: Use 3d6. Roll six scores and arrange as desired. (See page 5 of the Planet Eris house-rules booklet for bonus/penalties and notes on ability scores.)
2. Choose a class: The standard classes are fighting man, magic-user, and cleric. Notes on other race/class types (i.e. thieves, elves, dwarves & halflings) can be found on pages 9 & 10 of the house-rules booklet. (Check with the DM for class limitations for elves, dwarves & halflings.)
3. Roll hit points: All characters use a d6 for hit points, but this is adjusted by +1 for fighting men and -1 for magic-users (and thieves). The minimum allowed hit points for a starting character is 3. (See also the Hit Dice by Class table at the top of page 6 of the house-rules booklet.)
4. Roll for starting money: Roll 3d6 and multiply the result by 10. This is the character's starting money in gold pieces.
5. Purchase weapons, armor and, equipment: Costs for starting equipment can be found on the tables on page 16 of the house-rules document. (Clerics may not use sharp/edged weapons. Magic-Users cannot wear armor, and can only carry a dagger or staff as a weapon.)
6. Note armor class, "to hit" numbers, and saving throw: These can be found on pages 17, 18, & 21 of the house-rules document.
7. Name your character.