

3E D&D Character Creation

1. **Ability Scores.** Roll 4D6 six times, discarding the lowest dice result in each roll. Record results on scratch paper. If total modifiers before adjustments due to race are 0 or less, or if the highest score is 13 or lower, you can roll again.
2. **Choose Class and Race.** Classes are barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer and wizard. Races are human, dwarf, elf, gnome, half-elf, half-orc, and halfling. No combinations are prohibited, but some work better together than others.
3. **Assign and adjust ability scores.** Assign the six ability scores, and include adjustments for race. Write down ability modifiers (see page 8: Table 1-1). Consider at this stage what type of character you have, including strengths, weaknesses, and personality. Review ability descriptions on pages 8-10.
4. **Record Racial and Class Features.** Write down class, race and size. Write down unusual racial or class abilities under “Special Abilities/Feats” (including summary of weapon proficiencies), or as “Misc. Modifiers” for racial skill bonuses (such as elvish bonuses to spot checks), or under “Spell Save” (for racial resistance to certain spells), or as appropriate. Write down “Base Save” and “Base Attack” figures from class description tables. If halfling or gnome, write down size modifiers for calculations for AC (armor class) and melee and ranged attack bonuses. Make notes on scratch paper of how many feats you have in total (see class and race descriptions).
5. **Fill in Some Statistics.** Fill in “Max. Ranks” of skills from page 22: Table 3-2. Fill in “Hit Die Type” from page 23. Fill in HP (Hit Points) based on class and Con modifier from page 5: Section 10. Fill in Dex, Str, Con, and Wis ability modifiers for calculations for AC (armor class), saving throws, initiative, and melee and ranged attack bonuses. Fill in level, alignment (see page 88: Table 6-1, and description on pages 89-90), and deity (see pages 90-92 for deity descriptions, and pg. 31: Table 3-7 for brief summary and typical worshippers). Magic-using characters might like to delay choosing an alignment and deity until during spell selection. Decide on a character’s features, or determine age, height and weight from page 93: Tables 6-4, 6-5, and 6-6. If an aged character is chosen, modify ability scores as appropriate from Table 6-5. Choose gender, name, and eye, hair and skin colour. Fill in load capacity statistics (e.g. “Light Load”) from page 142: Table 9-1. Your Max Load is the highest value in the “Heavy Load” range.
6. **Selecting Feats.** Check the class description for recommended feats, and review list of feats, including prerequisites, on page 79: Table 5-1. Note that humans get a bonus feat, and some classes (such as fighters) also get bonus feats. You can review how often your character will gain new feats on page 22: Table 3-2. Write down feat/s under “Special Abilities/Feats”, and write down any applicable modifiers from these feats where appropriate on character sheet (e.g. the feat

“Improved Initiative” will have a +4 modifier as a “Misc. Modifier” added into the Initiative calculation). Make notes on scratch paper of any skills, weapons or equipment it would be appropriate to have to enhance the feat’s usefulness.

7. **Select Languages.** Refer to racial and class descriptions for possible available languages. A character gets Common, plus racial and/or class set language/s (e.g. druids get “Druidic” as a set language), plus a number of additional languages equal to the number of the Int. modifier (e.g. Druids may take “Sylvan” as one language slot, regardless of their race). Each additional language desired will need to be bought using skill points (2 per language).
8. **Select Skills.** Refer to page 58: Table 4-1 to determine how many skill points you have, and how quickly new skill points are acquired at future levels. Review the skill list on page 59: Table 4-2, and cross out on your character sheet any skills your character class is prohibited from having. Check which require training to use of those particularly suited to your character class, and which have key abilities that your character is strong in. Spend all your skill points on class and cross-class skills; remember, they can’t be saved for later. Write down ranks bought, and relevant ability modifiers. Calculate total skill modifiers. For those you buy, put crosses in the boxes for cross-class skills, ticks for class skills. You can also calculate totals for untrained skills (marked “r”; those usable with 0 ranks).
9. **Select Spells.** Determine how many spells are known, how many spells per day are allowed, and if any bonus spells are available. See page 8: Table 1-1 for bonus spell entitlement; characters are awarded bonus spells if they have positive modifiers for the appropriate class relevant abilities as listed below:

Bards	Charisma
Cleric	Wisdom
Druid	Wisdom
Paladin	Wisdom
Ranger	Wisdom
Sorcerer	Charisma
Wizard	Intelligence

Fill in bonus spells (per day) in the relevant boxes. Determine spells per day from class descriptions. Make notes of number of spells known of each level on character sheet. Make scratch paper notes of whether it will be necessary for the character to have spell-casting equipment, such as a holy item or spellbook. Decide on spells known (see page 159 onwards), and list on character sheet in tiny writing. “Spell Save DC”s are = 10 + spell level + ability modifier (by class as listed in above table).

10. **Select Equipment.** Determine starting gold by class (see page 95: Table 7-1) and write down on scratch paper. 10 silver= 1 gold, see exchange value page 96:

Table 7-2. Check with the GM regarding limitations on purchases, and if noble characters get more starting money. Check recommended equipment in class description. Write down equipment straight onto character sheet, including weight, or onto scratch paper as a draft until final decisions are made. Weapons are listed on pages 98-99: Table 7-4. Armor is listed on page 104: Table 7-5. Goods and Services are listed on page 108: Table 7-7. Record all items and their weight, including weapons and armor, in “Gear”, and calculate total weight carried. Compare the total weight to your load capacity values, and refer to page 142: Table 9-2 if your character is carrying a medium or heavy load. List any remaining money in “Money” section.

11. **Weapon and Armor Details.** Referring to Weapon Table on pages 98-99: Table 7-4, and Armor Table on page 104: Table 7-5, fill in Weapon and Armor details on character sheet. Note that arrows can count as melee weapons on their own, refer to pg. 97 for details. Calculate Melee and Ranged attack bonuses, which may differ from individual weapon attack bonuses. For example, normally a melee weapon’s “Total Attack Bonus” is identical to the “Melee Attack Bonus”. But if taken the feat “Weapon Focus” will add +1 to the “Total Attack Bonus” for a particular weapon, or as another example, a penalty may be applied, such as the –4 penalty for using an arrow as a melee weapon, or the –4 penalty for using a weapon you aren’t proficient with. Add strength modifiers to damage; see notes on pages 96-97 regarding damage bonuses for using weapons two-handed, and if applicable you can note the two-handed damage rating on the sheet too if you like (but don’t use a slash- that’s for multiple attacks). List any ammunition types and numbers. Fill in “Armor bonus”, “Shield bonus”, “Armor check penalty”, and “Arcane spell failure”, and “Speed” statistics.
12. **Final Statistics.** Calculate AC (Armor class), Initiative, and Saving Throws. Make any notes for conditional modifiers to saving throws (e.g. influence of spells known, dwarven bonuses vs. poison). Check speed listed is correct, make corrections based on race, class, or armor as appropriate. Damage reduction, miss chance, and spell resistance will probably be left blank. Double check all sections are filled in.
13. **Description Time.** Give your character a name, and finalize description. Write up their background, do any adjustment of skills or equipment as seems necessary to work with the character concept (within the limitations of skill points and available starting money, of course). If a spell-caster, consider writing up a separate sheet with detailed spell descriptions, including any preferred customized special effects. Consider customizing feat names for your characters, and detailed descriptions of weapons, armor and clothes.