

## Starting out in Dan's D&D Campaign

1. First; roll 4d6 and drop the lowest die, six times. Roll a second set the same way and pick the best of the two sets to develop (don't swap stats between character sets to get a better character). The six stats are assigned as you desire.
2. Select a Race (Check on the "Racial Adjustment Table" for racial adjustments).
3. Assign the stats on your character sheet and calculate the bonuses, then record them.
4. Select a Character Class and select an Adventurer Guild to train in (you will get a guild feat).
5. Select your Gender and record it. Name your character see the "What's in a Name" article. Work on character motivation and develop a background history for your character.
6. Roll up height and weight on the tables on page 22-24. If the character class is not given then check the character class description.
7. Select an alignment and record it (choose any non-evil and not chaotic neutral or true neutral).
8. Select a Deity as described in this handbook on pages 25-54. All the deities presented in the books and the game in general are represented in this section, if you can't find it you can't become a cleric to the. You can worship an unrepresentative deity, but you won't get any response from them. You can worship the general alignments law, chaos, neutral or good. If you get cleric spells from the general alignment this is covered in the PHB. Those who select a general alignment will not be eligible to pray to their god for divine intervention.
9. Roll up a birthday; roll 1d12, for the month, roll 1d4, for the week, and roll 1d8, for the day. Give the results of your roll to the DM and he will tell you when you were born, record the date.
10. Calculate your Base Attack Bonus (BAB), and record it then calculate your Grapple.
11. Determine how many feats you will have (humans get a bonus feat) and select them. Due to the size of the Feat List and the difficulty level of the game all characters are entitled to a bonus feat at second level (and a bonus Guild Feat); this means that a human fighter could start the game with five feats. Don't forget to check the prerequisites for feats.
12. You start at second level with maximum hit points at first level and 2,000 experience points. Roll your hit die for second level; re-roll any ones rolled, that time and that time only. If you roll a one from now on you will be stuck with it.
13. Record your vital statistics (Size, speed, initiative modifier, saving rolls etc), hair color etc. or if you wish make them up.
14. Calculate your skill points and buy your skills. You get your native language and common for free plus one language for each intelligence bonus point (Middle Sorish and Common are free languages). Human Languages cost 1/2 a skill point, other languages cost 1 point to learn. Remember that you can't put more than your level +3 skill points into a skill (4 at 1st, 5 at 2nd, 6 at 3rd and so on). Make sure to allow for your armor penalty and for the skills that can be used untrained. Cross class skill points are bought at 2 points equals 1 actual skill point (half of the points put into a cross-class skill are applied to the skill).
15. Roll your chance to see Octorange (the color of magic) (multiclass characters pick their best class): Wilders and Psions = 10%, Fighters, Paladins, Rangers Soul Knives = 15%, Divine Casters, Monks and Rogues = 25%, Sorcerers and Wizards = 45%, Other Classes = 20%. Characters with more than one class at the start of the game can choose their best class. Characters who are playing monster races and still earning their race levels will use the Other Classes chance. If you take a Prestige Class that offers divine or arcane spells and you didn't have spell casting before hand, you do NOT reroll your chance to see magic, that is ONLY done at character creation.
16. Roll up your starting money and multiply it by 3. Then go to chapter 7 page 111 of the PHB to purchase your equipment. You get your choice of one masterwork melee weapon for free (Brother's of the staff receive their quarterstaff). and 1 potion of healing 1d8+1. Record your equipment purchases.

17. Calculate your Armor Class and record it.
18. Calculate your attacks with each weapon you purchase and record it.
19. Select your spells and record those you learn and can't learn. Check "How to Gain Spells."

