

OD&D QUICKSTART

Follow these instructions step by step to create your Character.

1. Your character begins at **1st Level**.
2. Roll 3D6 for each **Ability**: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma.
3. Choose your **Race**: Human, Elf, Dwarf or Hobbit.
4. Choose your **Class**: Fighting-Man, Magic-User (only Humans, Elves) or Cleric (only Humans). Strength is the prime requisite for Fighting-Men, Intelligence for Magic-Users and Wisdom for Clerics.
5. Choose your **Alignment**: Law, Neutrality or Chaos. Clerics are never Neutral.
6. Roll your **Hit Points**: Fighting-Men 1D6+1, Magic-Users 1D6, Clerics 1D6. Characters with a Constitution of 15 or higher receive 1 additional Hit Point.
7. Fighting-Men choose up to 3 **Weapons**: Dagger (x3), Hand Axe (x3), Mace, Sword, Battle Axe, Morning Star, Flail, Spear, Halberd, Two-Handed Sword, Bow (20 arrows), Crossbow (20 quarrels), Sling (20 lead bullets), Quarterstaff. Magic-Users can only use Dagger and Quarterstaff. Lawful Clerics can only use blunt weapons.
8. Fighting-Men and Clerics choose their **Armor**: Leather, Chain Mail or Plate Mail. Both get a Shield as well. Magic-Users cannot wear armor.
9. **Standard equipment**: Backpack, Bedroll, Waterskin, Tinderbox, 1 week of Rations and 2D6 Gold Pieces. Magic-Users also have a Spell Book and Clerics have a Holy Symbol.
10. Choose up to 5 **additional items**: Rope (50'), Hammer and Nails, Torch (x6), Lantern, Flask of Oil (x3), Steel Mirror, Grappling Hook, Signal Whistle, Can of Paint, Crowbar, Bag of Marbles (x25), Piece of Chalk (x10), Soap, Bucket, Shovel, Pole (10'), Pick-Axe.
11. Magic-Users know 1D4+1 **Spells**. Consult with the referee about the details.
12. Choose a **Name**. Here are some examples: Adamanta, Aratan, Avari, Baldor, Barahir, Beruthiel, Bofur, Borin, Castamir, Ceorl, Dain, Deorwine, Doderic, Dori, Drogo, Durin, Dwalin, Elanor, Elemmakil, Eothain, Erestor, Estelmo, Fili, Finduilas, Folco, Folcred, Fundin, Gilraen, Gloin, Gorbador, Grimbold, Hurin, Imrahil, Ivriel, Lindir, Loni, Maeglin, Marigold, Nandor, Nimrodel, Nori, Ohtar, Ori, Ormendil, Orophin, Peony, Rian, Saeros, Theodwyn, Thorin.

These simplified tables are only applicable to 1st level characters.

ATTACK MATRIX

<u>Target Armor Class</u>	<u>Fighting-Man</u>	<u>Magic-User</u>	<u>Cleric</u>
9 No Armor or Shield	10	10	10
8 Shield	11	11	11
7 Leather	12	12	12
6 Leather & Shield	13	13	13
5 Chain Mail	14	14	14
4 Chain & Shield	15	15	15
3 Plate Mail	16	16	16
2 Plate & Shield	17	17	17

SAVING THROW MATRIX

<u>Threat</u>	<u>Fighting-Man</u>	<u>Magic-User</u>	<u>Cleric</u>	<u>Dwarf & Hobbit</u>
Death Ray or Poison	12	13	11	10
Wands	13	14	12	11
Stone	14	13	14	12
Dragon Breath	15	16	16	13
Staves & Spells	16	15	15	14

CLERIC VERSUS UNDEAD MONSTERS

Skeleton	Difficulty 7*	Wraith	No effect
Zombie	Difficulty 9*	Mummy	No effect
Ghoul	Difficulty 11*	Spectre	No effect
Wight	No effect	Vampire	No effect

* Roll *Difficulty* or higher with 2D6, to turn away 2D6 monsters.