

## OD&D HEROIC QUICKSTART

Follow these instructions step by step to create your Hero.

1. Your character begins at **4<sup>th</sup> Level**.
2. Roll 3D6 for each **Ability**: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. If no ability score exceeds 12, re-roll all abilities.
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: Lawful, Neutral or Chaotic. Clerics are never Neutral.
6. Roll your **Hit Points**: Fighting-Men 4D6, Magic-Users 2D6+1, Clerics 4D6. Re-roll all die scores of 1. Characters with a Constitution of 15 or higher receive additional Hit Points, Fighting-Men and Clerics +4, Magic-Users +2.
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 3D6+2 Gold Pieces. Magic-Users also have a Spell Book, as do Clerics, who also 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 2D4+2 **Spells** and Clerics 1D6+1. 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, Gorbodoc, Grimbold, Hurin, Imrahil, Ivriniel, Lindir, Loni, Maeglin, Marigold, Nandor, Nimrodel, Nori, Ohtar, Ori, Ormendil, Orophin, Peony, Rian, Saeros, Theodwyn, Thorin.

These simplified tables are only applicable to 4<sup>th</sup> 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	8	10	10
8 Shield	9	11	11
7 Leather	10	12	12
6 Leather & Shield	11	13	13
5 Chain Mail	12	14	14
4 Chain & Shield	13	15	15
3 Plate Mail	14	16	16
2 Plate & Shield	15	17	17

### SAVING THROW MATRIX

<u>Threat</u>	<u>Fighting-Man</u>	<u>Magic-User</u>	<u>Cleric</u>	<u>Dwarf &amp; Hobbit</u>
Death Ray or Poison	10	13	11	8
Wands	11	14	12	9
Stone	12	13	14	10
Dragon Breath	13	16	16	10
Staves & Spells	14	15	15	12

### CLERIC VERSUS UNDEAD MONSTERS

Skeleton	Destroy 2D6	Wraith	Difficulty 9*
Zombie	Turn away 2D6	Mummy	Difficulty 11*
Ghoul	Turn away 2D6	Spectre	No effect
Wight	Difficulty 7*	Vampire	No effect

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