

## What You Need

- 3d6, Character sheet, Core Rules or Player Start Rules
- A standard set of dice or two. d4, d6, d8, d10, d%, d12, d20

# Character Creation Guide



## 1. Choose Starting Level

- Ask your GM: Level 0 or Level 1
- Level 0: Stats, ancestry, HP, alignment, random gear. No class yet.
- Level 1: Stats, ancestry, class, class talent, HP, background, alignment, title, gear.

## 2. Roll Ability Scores

- Roll 3d6 in order: STR, DEX, CON, INT, WIS, CHA.
  - If no score is 14+, reroll all six.
- Record each ability's modifier.

## 3. Choose or Roll Ancestry

- Options: dwarf, elf, goblin, half-orc, halfling, human, kobold
- Each ancestry grants a unique advantage.

## 4. Choose or Roll Class (1st-level only)

- Fighter, Priest, Thief, Wizard, Ranger, Bard
- Spellcasters begin with:
  - Priest: 2 first level spells
  - Wizard: 3 first level spells
- Spells may be chosen or rolled randomly.

## 5. Roll Class Talent (Level 1 only)

- Roll once on your class's talent table.
- Record the result.

## 6. Determine Hit Points

- Level 0: HP = CON modifier
- Level 1: HP = class hit die + CON modifier

## 7. Choose a Background (Level 1 only)

- Pick one that fits your concept or roll randomly.

## 8. Choose Alignment

- Lawful, Neutral, or Chaotic.



## XP & Advancement

- XP = your growing skill, influence, and treasure quality.
- Earn XP during or after each session.
- To level up: earn (current level × 10 XP).
- When you level up, XP resets to 0.

## Level Benefits

- Gain new **title**, **spells**, **talents**, and **max HP**.
- Roll for **talents** at levels: 1, 3, 5, 7, 9.
- Talents stack unless noted.

## HP Increase

- Roll your class's **hit die** and add it to your max HP.

## Light Sources

- Most last 1 hour of real time.
- Illuminate only a limited radius.

## When lighting multiple sources:

- New light rides the current timer, or
- Extinguish all and start a fresh timer.

## Total Darkness:

- Disadvantage on sight-based tasks
- The environment becomes deadly
- GM rolls a random encounter every crawling round

## 9. Record Your Title (Level 1 only)

- Based on class + alignment + level.
- Example: a 1st level Chaotic fighter is a knave. A 1st-level neutral priest is a seeker, and so on.

## 10. Choose a Name

- Pick one or roll on a name table.

## 11. Get Starting Gear

- Level 0:
  - Roll 1d4 items on the random gear table.
- Level 1:
  - Roll 2d6 × 5 gp for starting gold.
- Buy equipment:
- Prioritize a weapon, then armor.
- If you have 7+ gp, consider the Crawling Kit.
- Carrying capacity = STR score or 10, whichever is higher.

## Casting Spells

- Wizard: d20+INT – Cleric: d20+WIS
- DC 10+Spell LVL – Fail = Need Rest to Cast Spell Again.
- CRIT = Double 1 Spell Effect or Damage  
CRIT FAIL = Wizard Mishap / Cleric Penance

## Dice Info

- Advantage and Disadvantage
- Random Events – 1d6
- Luck Tokens Reroll