
House Ready Reference for Character Creation and Play

Introduction:

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I House Stats

"Step One: Generate Stats and Sub-Abilities" compiles and replaces all other stat tables in the AD&D rules, including the Dark Sun supplements.

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Strength

Strength combines Stamina (left) and Muscle (right). Starting fighters receive a d4 bonus in muscle, not in stamina, and they may not surpass their racial strength maximum in either. For example, a human with a 20 strength before rolling the d4 bonus, would still cap at a 23 muscle score.

Stamina ascertains a character's physical exertion over a period of time. Stamina checks include a character holding a heavy weight or propping up a collapsing ceiling. When a character is in pursuit of an NPC or monster that has the same movement rate, the Stamina check determines who will tire first. Other checks could involve long-term physical exertion such as swimming vast distances, defending the castle walls from attackers over the course of hours or days, or staying awake long enough to memorize spells for the next day-after a long day of adventuring.

Muscle measures muscle mass and immediate brute short-term strength. The Muscle score adjusts THACO (hit probability), and damage per attack; it also determines the chance of opening a heavy or stuck door, bashing through a locked or bolted door (this chance in brackets), and the chance of performing feats of strength like bending bars and lifting gates. Muscle checks include when characters try to pick up heavy objects, leap chasms, arm wrestle, and display feats of strength.

Strength Table— Muscle (Left), Stamina (Right)

THACO Adj.	Dam. Adj.	Max lift	Open Doors	3end bar: /lift gates	love adj.	Unenc	Light	Moderate	Severe	Fatigue	
-3	-1	15	3	0	3	5	-4"	6-7	8-9	10-12	-3
-2	-1	25	4	0	4-5	10	-3"	11-13	14-16	17-20	-2
-1	0	55	5	0	6-7	20	0	21-30	31-36	37-47	-1
0	0	90	6	1%	8-9	35	0	36-49	50-65	66-81	0
0	0	115	7	2%	10-11	40	0	41-55	56-75	76-97	0
0	0	140	8	4%	12-13	45	0	46-65	66-85	86-118	0
0	0	170	9	7%	14-15	55	+1"	56-79	80-110	111-146	0
0	+1	195	10	10%	16	70	+2"	71-99	101-130	131-161	+1
+1	+1	220	11	13%	17	85	+3"	86-119	120-150	151-194	+1
+1	+2	255	12	16%	18	110	+3"	111-149	150-179	180-228	+2
+2	+3	280	13	20%	19 Max halfling	135	+4"	136-170	171-210	211-253	+2
+2	+4	315	14	25%	20 Max Aarakocra	160	+5"	161-189	190-225	226-278	+3
+3	+5	375	15 (3)	30%	21 Max elf	170	+6"	171-210	211-260	261-303	+3
+3	+6	475	16 (6)	35%	22 Max Kreen	185	+6"	186-240	241-299	300-353	+4
+3	+7	600	16 (8)	40%	23 Max for Human	235	+7"	236-299	300-375	376-428	+4
+3	+8	850	17 (10)	50%	24 Max for Pterrar	445	+8"	446-499	500-599	600-700	+5
+4	+9	1000	17 (12)	60%	25 Max for Dwarf	515	+9"	516-599	600-699	700-850	+5
+4	+10	1200	18 (14)	70%	26 Max for Mul	635	+9"	636-750	751-850	851-1000	+6
+4	+11	1500	18 (15)	80%	27 Max for 1/2 Gi	785	+10"	786-850	851-999	1-1.2 k	+6
+5	+12	2000	19 (16)	90%	28	900	+11"	901-999	1-1.2 K	1.2-1.4K	+6
+5	+13	2750	19 (17)	95%	29	1200	+12"	1.2-1.5k	1.5-1.8 K	1.8-2 K	+6
+6	+14	4000	19 (18)	99%	30	1500	+12"	1.5-2 K	2-2.5 K	2.5-3 K	+7

Movement, Encumbrance, Fatigue

Movement

During round-to-round situations such as combat, a character may move up to her base move number in 5' units (we will usually use a hex-map for figures) as a half-move (see C&T).

In journeys, movement rates on the chart to the right are modified by terrain. Characters may elect to "forced march." This increases their water needs (50%) and their chances of being surprised. Thirsty characters attempting to forced-march must save vs. Death Magic or pass out, and those who pass out must make a system shock check or die.

Forced march movement does not apply to combat; the base move may be used normally, at rate-and a half (charging), at double rate (running) or triple (sprinting)

*Due to their size, half-giants double their weight allowance; giants quadruple theirs. Stamina measures muscle tone, endurance and carrying capacity. Since Stamina affects the movement rate, encumbrance and fatigue, these rules are printed below:

Fatigue Points

A character's Fatigue Points (FP) are a constant based on the character's Stamina score and race. Each time that a character takes an action, such as throwing a missile, firing a bow, swinging a sword, or running, she spends one fatigue point. Multiple actions within the same round cost multiple FPs; for example charging and attacking costs 2 FP, moving (1/2 rate) and using a psionic power costs 2 FP, making 2 psychic attacks and following up with a telepathic power costs 3 FP, etc. When the character has spent all her FPs she moves over to the next level of fatigue on the chart below, and starts over with her FP total.

As a character becomes increasingly encumbered or fatigued, she slows, weakens, and becomes increasingly vulnerable. Encumbered travelers become fatigued as well; a full day of normal traveling reduces the traveler to one fatigue level better than he was encumbered. Forced marching reduces the traveler to one fatigue level worse than their level of encumbrance during the march.

Encumbrance

Encumbrance, the weight of a character's equipment, slows the character, making her weak and vulnerable to attack. See the chart to the right (Penalties for Encumbrance and Fatigue Levels) for the specific effects of different fatigue levels (including penalties to Movement, THACO, and AC), and the times required to recover from each level of fatigue.

Movement by Race

Race	Base Move	Forced March	Fatigue Points
Aarakokran	6" (24' Fl)	8"	4 FP
Dwarf	9"	12"	12 FP
Elf*	15*	*	6 FP
Halfling	6"	9"	6 FP
Half-elf	15"	21"	8 FP
Half-Giant	18"	21"	4 FP**
Human	12"	15"	8 FP
Mul	12"	18"	20 FP
Pterran	12"	15"	10 FP
Thri-Kreen***	18"	24"	10 FP

* Elves have special running rules; see *Race*.
 ** Half-giants' high stamina compensates for this.
 *** Thri-kreen often attack 5 times per round, so they fatigue quickly.

Encumbrance/ Fatigue	None (refreshed)	Light	Moderate	Severe	Critical/ Mortal
Movement	Normal	-1" or 10%	2/3 move	1/3 move	1"/*
THACO penalty	0	0	1	2	No attack possible
AC penalty	0	1	2	2 (no dex)	4 (no dex)
Fatigue Recovery	Yield 1 attack	Rest 1 round	Rest 2d4 rounds	Rest d6 turns	Sleep 2d8 hours*

Dexterity

Dexterity combines Aim (left) and Balance (right).

Aim has to do with small-scale dexterity and coordination activities, from aiming a bow to cross-stitching, to tying a cherry stem with one's tongue. It is the favorite sub-ability of pickpockets, archers, forgers, and escape artists! Aim checks include when characters enter games of skill, such as darts; when they try sleight-of-hand maneuvers; and when they try to catch things thrown at them, such as balls, coins, or books.

Balance, on the other hand, is involved full-body coordination such as sprinting, dancing, tightrope walking, or cart-wheeling. High balance improves Armor class through improved dodging ability. The defensive adjustment also improves saving throws versus dodgeables such as breath weapons, fireballs, etc. Balance also affects reaction speed, and therefore high balance scores improve initiative rolls (but not surprise rolls). Balance checks can be called for when a character walks along a narrow ledge to reach a window, when he flees across a rope bridge while trying to avoid attackers' missile weapons, and when he catches a hand-hold after an enemy damages that rope bridge and causes it to collapse.

Dexterity Table: Aim (Left) and Balance (Right)

Forge Documents	Escaping Bonds	Open Locks	Pick pocket	Missile Adjustment	Dexterity	Initiative Adjustment	Defensive Adjustment	Move Silently	Hide in Shadows
—	—	-30	-30	-3	3	-3	+ 4	-30	-30
—	—	-25	-25	-2	4	-2	+ 3	-30	-25
—	—	-20	-25	-1	5	-1	+ 2	-30	-20
—	—	-15	-20	0	6	0	+ 1	-25	-20
—	—	-15	-20	0	7	0	0	-25	-15
—	—	-10	-15	0	8	0	0	-20	-15
-15	-20	-5	-15	0	9	0	0	-20	-10
-10	-15	0	-10	0	10	0	0	-15	-5
-5	-10	0	-5	0	11	0	0	-10	0
0	-5	0	0	0	12	0	0	-5	0
0	0	0	0	0	13-14	0	0	0	0
0	0	0	0	+ 1	15	0	-1	0	0
+ 5	0	+ 5	0	+ 2	16	+ 1	-2	0	0
+ 7	+ 5	+ 10	+ 5	+ 2	17	+ 1	-3	+ 5	+ 5
+ 10	+ 10	+ 15	+ 10	+ 3	18	+ 1	-3	+ 10	+ 10
+ 15	+ 12	+ 20	+ 15	+ 3	19	+ 2	-4	+ 15	+ 15
+ 17	+ 15	+ 20	+ 20	+ 4	20	+ 2	-4	+ 15	+ 20
+ 20	+ 17	+ 25	+ 25	+ 4	21	+ 2	-5	+ 20	+ 20
+ 22	+ 20	+ 25	+ 27	+ 4	22	+1 phase	-5	+ 20	+ 25
+ 24	+ 22	+ 30	+ 30	+ 5	23	+1 phase	-6	+ 25	+ 25
+ 27	+ 24	+ 30	+ 33	+ 5	24	+1 phase	-6	+ 25	+ 30
+ 30	+ 30	+ 35	+ 35	+ 6	25	+2 phases	-6	+ 30	+ 30

Constitution

Constitution combines Health (left) and Fitness (right).

Health measures the body's ability to resist disease and other hardships. Health checks can be used to find out if a character catches the flu going around the area. They also determine a character's resistance to intoxicants, drugs, or poisons.

Fitness indicates overall physical condition and that character's ability to endure punishment. Fitness checks can be used to gauge an adventurer's resistance to longer-term hardships such as forced marches, food or water deprivation, and torture.

<i>Health</i>				<i>Constitution</i>	<i>Fitness</i>	
<i>Psp adjustment</i>	<i>Healing/Regeneration</i>	<i>System Shock</i>	<i>Poison Save</i>		<i>Resurrection Survival</i>	<i>Hit Point Adjustment</i>
-5	1/week rest	35 %	0	3	40 %	-2
-4	2/week rest	40 %	0	4	45 %	-1
-4	3/week rest	45 %	0	5	50 %	-1
-3	4/week rest	50 %	0	6	55 %	-1
-3	5/week rest	55 %	0	7	60 %	0
-2	5/week rest	60 %	0	8	65 %	0
-2	5/week rest	65 %	0	9	70 %	0
-1	5/week rest	70 %	0	10	75 %	0
-1	5/week rest	75 %	0	11	80 %	0
0	5/week rest	80 %	0	12	85 %	0
0	5/week rest	85 %	0	13	90 %	0
0	6/week rest	88 %	0	14	92 %	0
0	7/week rest	90 %	0	15	94 %	+ 1
+1	8/week rest	95 %	0	16	96 %	+ 2
+1	9/week rest	97 %	0	17	97 %	+ 2 (+3)
+2	2/day	99 %	0	18	98 %	+ 2 (+4)
+2	*1/8 hours	99 %	+ 1	19	99 %	+3 (+5) [1]
+ 3	*1/4 hours	99 %	+ 1	20	99 %	+3 (+6) [1,2]
+ 3	*1/3 hours	99 %	+ 2	21	99 %	+3 (+6) [1,2]
+ 4	*1/2 hours	99 %	+ 2	22	99 %	+4 (+7) [1,2,3]
+ 4	*1/hour	99 %	+ 3	23	99 %	+4 (+7) [1,2,3]
+ 5	*1/3 turns	100 %	+ 3	24	100 %	+4 (+7) [1,2,3]
+ 5	*1/2 turns	100 %	+ 4	25	100 %	+4 (+7) [1,2,3]

Intelligence

Reason

Reason involves the handling of new information, and logical/analytical ability. A character with a high Reason score would have a better ability of breaking a coded message.

Knowledge

The Knowledge sub-ability of Intelligence involves educational experience, language ability and memory capacity. A character with a high Knowledge score would find it easy to learn and master new languages and skills.

Reasoning			Intelligence	Knowledge	
MAC Base	% learn spells	Maximum spell level		Bonus charps	Max. # wizard spells / level
7	—	—	3	1	—
8	—	—	4	1	—
9	—	—	5	1	—
10	—	—	6	1	—
10	—	—	7	1	—
10	—	—	8	1	—
10	35 %	4	9	2	6
10	40 %	5	10	2	7
10	45 %	5	11	2	7
10	50 %	6	12	3	7
10	55 %	6	13	3	9
9	60 %	7	14	4	9
8	65 %	7	15	4	11
7	70 %	8	16	5	11
6	75 %	9	17	6	14
5	85 %	All	18	7	18
5	95 %	All	19	8	All
4	96 %	All	20	9	All
4	97 %	All	21	10	All
3	98 %	All	22	11	All
3	99 %	All	23	12	All
2	100%	All	24	15	All
2	100%	All	25	20	All

Wisdom

Intuition

Perception, instinct, grasp of situation, and understanding of other people. High Intuition would make a character difficult to deceive or surprise.

Willpower

Strength of will, ability to resist magical forces, and sense of commitment to a cause. High willpower would protect a character from mind-affecting spells, and make a character stubborn and resistant to interrogation.

<i>Intuition</i>		<i>Willpower</i>		
Surprised on	Wild talent MTHACO	Wisdom	Mental defense	MTHACO bonus
6 or lower	-5	3	-3	0
5 or lower	-4	4	-2	0
5 or lower	-3	5	-1	0
4 or lower	-2	6	-1	0
4 or lower	-1	7	-1	0
3 or lower	0	8	0	0
3 or lower	0	9	0	0
3 or lower	0	10	0	0
3 or lower	0	11	0	0
3 or lower	0	12	0	0
3 or lower	0	13	0	0
3 or lower	+1	14	0	0
2 or 1	+2	15	+1	+ 1
2 or 1	+3	16	+2	+ 1
2 or 1	+4	17	+3	+ 2
2 or 1	+5	18	+4	+ 2
2 or 1	+5	19	+4	+ 3
2 or 1	+6	20	+4	+ 3
1	+6	21	+4	+ 4
1	+7	22	+5	+ 4
1	+7	23	+5	+ 5
1	+8	24	+5	+ 5
1	+8	25	+5	+ 6

Charisma

Charisma breaks into the sub-abilities of Leadership and Appearance.

Leadership	Appearance
Capacity to make friends and influence people through words and actions, as well as ability to lead. While the wise tend to follow those who have earned their trust, most people are strongly influenced by that person's innate leadership traits. Hence the loyalty of friends and henchmen is affected by one's leadership trait. Someone with a high Leadership score would have a better chance of dispersing a lynch mob, or talking courage into a frightened group of allies.	Appearance includes physical traits such as comeliness, physical allure, voice timbre, etc. This does not affect loyalty or persuasiveness with one's friends, but does affect the way that strangers react to someone. A character with a high Appearance score would have a better chance of persuading a guard at the gate to make an exception and let them in. It is old news that better looking people can get away with more!

<i>Leadership</i>		<i>Appearance</i>	
Loyalty base	# henchmen	Charisma	Reaction
-6	1	3	-5
-5	1	4	-4
-4	2	5	-3
-3	2	6	-2
-2	3	7	-1
-1	3	8	0
0	4	9-11	0
0	5	12	0
0	5	13	+ 1
+ 1	6	14	+ 2
+ 3	7	15	+ 3
+ 4	8	16	+ 5
+ 6	10	17	+ 6
+ 8	15	18	+ 7
+ 10	20	19	+ 8
+ 12	25	20	+ 9
+ 14	30	21	+ 10
+ 16	35	22	+ 11
+ 18	40	23	+ 12
+ 20	45	24	+ 13
+ 25	50	25	+ 14