



Reference - Character Creation

Welcome to the *Flight of the Phoenix* campaign for the *Advanced Dungeons & Dragons 2nd Edition* game system using the *Spelljammer* setting!

Choose Background and History

Space is big, and characters can come from a staggering variety of planets and backgrounds. This makes just about any character concept possible. *Spelljammer* is the ultimate sandbox where characters from wildly different cultures and societies mingle.

Travelers in space are either native to space and have always known about spelljamming or were raised on a world mostly unaware and took to the stars later in life. The latter are called “groundlings.”

Knowing where you come from will help determine your class, nonweapon proficiencies, spell selections, and so on. Below are potential homelands.

Groundling Homelands

- ❖ Krynn – Planet of *Dragonlance*¹
- ❖ Oerth – Planet of *Greyhawk*
- ❖ Toril – Planet of the *Forgotten Realms*
 - *Al-Qadim*¹ – Arabic characters from the continent of Zakhara

¹ *Dragonlance* and *Al-Qadim* use options outside the normal scope and are allowable as characters; however, building such is beyond this document and requires working with the DM.



Space Homelands

- ❖ Faeriespace – Vast sphere occupied by a massive tree and home to faerie races
- ❖ Greatspace – Culturally and scientifically advanced sphere with preference for Greek pantheon
- ❖ Heartspace – Includes half-circle world and home of the Great Archive, one of the greatest of all stores of knowledge
- ❖ Herospace – Contains 9 planets (one for each alignment) that can only be occupied by heroes of that alignment
- ❖ Korvspace – Imperial controlled sphere with heavy spelljamming presence
- ❖ Refuge – Trade center and source of most spelljamming helms
- ❖ Rock of Bral – (In)famous spaceport asteroid

Roll Ability Scores

Ability scores are important in defining your character’s raw capabilities. Choose one of the following methods for generating ability scores.



Non-human races often receive adjustments to ability scores as noted below.

Ability scores may also be affected by minimums and maximums based on race. If your scores are too low, you may not select that race option. If too high, your scores must be reduced to conform to the limit.

Method I

Roll 3d6 for each ability in order of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Method II

Roll 3d6 twice and keep the highest score for each ability in order of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Method III

Roll 3d6 six times and record each result. Arrange the scores in any order you wish.

Method IV

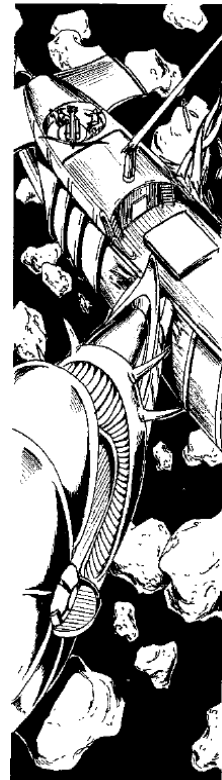
Roll 3d6 twelve times and record each result. Choose the six highest scores and arrange in any order you wish.

Method V

Roll 4d6 and discard the lowest die six times and record each result. Arrange the scores in any order you wish.

Method VI

Each ability starts with an 8. Roll 7d6 and record each result. Add the single result of each die to any score you wish, but you must use the full amount on the die. You may add as many dice to each score as you wish but may not exceed an 18 in any score. To get an 18, you must add an exact total to reach that score (i.e. you cannot sacrifice points by adding too many).



Choose Gender, Race, and Class

You must meet all ability score requirements to select a class. If insufficient, you may not select that class. For example, the fighter class requires a minimum Strength of 9. A paladin, however, requires a minimum Strength 12, Constitution 9, Wisdom 13, and Charisma 17!

Characters start with 100,000 experience points to divide among all their classes. This will result in some characters of higher levels than others depending on class choices.



Table: CLASS ABILITY MINIMUMS

Character Class	Minimum Ability Score					
	Str	Dex	Con	Int	Wis	Cha
Bard	—	12	—	13	—	15
Cleric	—	—	—	—	9	—
Druid	—	—	—	—	12	15
Fighter	9	—	—	—	—	—
Mage	—	—	—	9	—	—
Specialist Wizard	Varies	Varies	Varies	Varies	Varies	Varies
Paladin	12	—	9	—	13	17
Ranger	13	13	14	—	14	—
Thief	—	9	—	—	—	—

Table: RACIAL ABILITY REQUIREMENTS

Character Class	Character Race										
	Human	Dracon	Dwarf	Elf	Giff	Gnome	Hadozee	Half-Elf	Halfling	Lizard Man	Rastipede
Strength	3/18	11/18	8/18	3/18	11/18	6/18	6/18	3/18	7/18*	8/18	8/18
Dexterity	3/18	3/17	3/17	6/18	3/17	3/18	8/18	6/18	7/18	3/18	3/17
Constitution	3/18	8/18	11/18	7/18	8/18	8/18	3/18	6/18	10/18	6/18	8/18
Intelligence	3/18	8/18	3/18	8/18	3/16	6/18	3/18	4/18	6/18	3/17	3/18
Wisdom	3/18	8/18	3/18	3/18	3/17	3/18	3/18	3/18	3/17	3/18	3/18
Charisma	3/18	3/18	3/17	8/18	3/18	3/18	3/16	3/18	3/18	3/16	3/18

Note, these reflect scores *before* racial ability adjustments are applied.

* Halfling fighters do not roll for exceptional Strength.

Table: RACIAL ABILITY SCORE MODIFIERS

Character Race	Ability Score Modifiers
Dracon	+1 Strength, -1 Dexterity
Dwarf	+1 Constitution, -1 Charisma
Elf	+1 Dexterity, -1 Constitution
Giff	+2 Strength, -1 Intelligence
Gnome	+1 Intelligence, -1 Wisdom
Hadozee	+1 Dexterity, -1 Charisma
Half-Elf	—
Halfling	+1 Dexterity, -1 Strength



Lizard Man —
 Rastipede +1 Constitution, -1 Dexterity

Characters may choose either a single class, or demi-humans may choose multi-classes. Not every race is eligible for every class, and there is a maximum level for many race and class combinations. Not every class is eligible for inclusion in a multi-class combination. See the tables below. Humans may be dual-classed but should refer to page 45 of the *Player's Handbook* for rules and restrictions.

Table: RACIAL CLASS AND LEVEL LIMITS

Character Class	Character Race										
	Human	Dracon	Dwarf	Elf	Giff	Gnome	Hadozee	Half-Elf	Halfling	Lizard Man	Rastipede
Bard	U	—	—	—	—	—	—	U	—	—	6
Cleric	U	12	10	12	—	9	8	14	8	7	—
Druid	U	—	—	—	—	—	—	9	—	—	—
Fighter	U	14	15	12	15	11	14	14	9	12	8
Illusionist	U	—	—	—	—	15	—	—	—	—	—
Mage	U	—	—	15	—	—	—	12	—	4	4
Paladin	U	—	—	—	—	—	—	—	—	—	—
Ranger	U	—	—	15	—	—	—	16	—	—	—
Thief	U	—	12	12	10	13	15	12	15	11	11

It is possible to exceed racial class level limitations with sufficiently high ability scores as shown on the table below.

Table: EXCEEDING LEVEL LIMITS

Prime Ability Score	Additional Levels
14, 15	+1
16, 17	+2
18	+3
19	+4

Table: RACIAL MULTI-CLASS OPTIONS

Character Race	Available Multi-Class Options
Dracon	—
Dwarf	fighter/cleric, fighter/thief
Elf	fighter/mage, fighter/thief, mage/thief, fighter/mage/thief
Giff	—



Gnome	cleric/illusionist, cleric/thief, fighter/cleric, fighter/illusionist, fighter/thief, illusionist/thief
Hadozee	fighter/cleric, fighter/thief
Half-Elf	bard/thief, cleric/bard, cleric/mage, cleric/ranger, druid/mage, fighter/bard, fighter/cleric, fighter/druid, fighter/mage, fighter/thief, mage/thief, ranger/bard, druid/fighter/mage, fighter/mage/cleric, fighter/mage/thief
Halfling	fighter/thief
Lizard Man	—
Rastipede	fighter/mage, fighter/thief, mage/thief

Choose Kit (Optional)

A kit is a set of abilities and restrictions you “overlay” a class like a theme. For example, the



gladiator kit could overlay the fighter, ranger, or paladin classes. You still possess your class abilities and restrictions but gain additional gladiator-themed abilities and restrictions as well.

Only single-class characters may choose kits unless the kit specifically states it is usable by multi-class characters. A character may only have one kit at a time. For example, a dual-class character may start as a fighter with a kit and change to cleric. He could not choose a new kit as a cleric. However, if he did not have a fighter

kit, he could select one when he became a cleric.

All kits from the *Complete Spacefarer's Handbook* are allowed. In addition, the following kits may be selected from these products.

- ❖ *The Complete Bard's Handbook* – blade, charlatan, gallant, jester, jongleur, loremaster, riddlemaster, skald
- ❖ *The Complete Book of Dwarves* – axe for hire, battlerager, champion, clansdwarf, diplomat, entertainer, ghetto fighter, hearth guard, highborn, locksmith, outcast, pariah, ritual priest, sharpshooter, trader, vindicator
- ❖ *The Complete Book of Elves* – archer, bladesinger, collector, infiltrator, spellfilcher, undead slayer, war wizard
- ❖ *The Complete Book of Gnomes & Halflings* – archer, bandit, bilker, buffoon, cartographer, goblinsticker, healer, imagemaker, mercenary, mouseburglar, smuggler, squire, stalker, trader, traveler, tumbler, vanisher
- ❖ *The Complete Druid's Handbook* – avenger, hivemaster, lost druid, natural philosopher, shapeshifter, wanderer
- ❖ *The Complete Fighter's Handbook* – berserker, gladiator, myrmidon, pirate/outlaw, samurai, swashbuckler, and wilderness warrior
- ❖ *The Complete Paladin's Handbook* – divinate, envoy, errant, expatriate, ghosthunter, inquisitor, medician, militarist, votary, wyrmslayer



- ❖ *The Complete Priest's Handbook* – fighting monk, outlaw priest, pacifist priest, prophet priest, scholar priest
- ❖ *The Complete Ranger's Handbook* – explorer, giant killer, justifier, pathfinder, stalker
- ❖ *The Complete Thief's Handbook* – acrobat, bounty hunter, buccaneer, smuggler, spy, swashbuckler, swindler
- ❖ *The Complete Wizard's Handbook* – academician, militant wizard, mystic, witch, wu jen

Choose a Name

With your race, class, gender, and optional kits selected, choose a character name.

Choose Alignment

Six alignments are available: *lawful good, lawful neutral, neutral good, neutral, chaotic good, and chaotic neutral.*

Choose Languages

All characters start with the Common tongue, an alignment tongue, and may know more due to race or high Intelligence.

Due to the vastness of space, there is little limit on available languages. Here are some to consider: *beholder, bugbear, bullywug, centaur, dragon, drow, duergar, dwarf, elf, genie, giant, giff, gnoll, gnome, goblin, grommish, hadozee, halfling, High Shou, hobgoblin, hurwaeti, kobold, lizard man, medusa, neogi, ogre, orc, pixie, rastipede, sprite, Thorass, troglodyte, troll, Undercommon, and yuan-ti.*

Roll for Hit Points

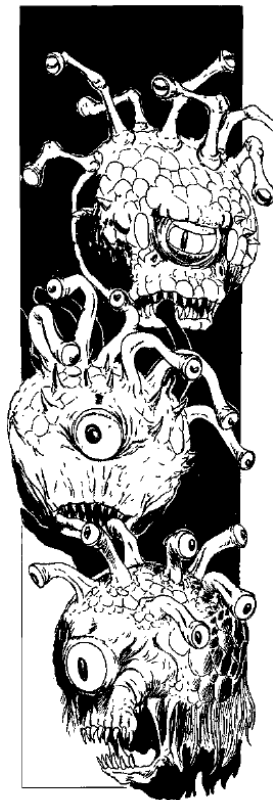
Your hit points at level 1 are at maximum adjusted by your Constitution modifier.

Each subsequent level has a minimum of half the die value. For example, on a 1d10 any rolls below a 5 are considered a 5.

A multi-class character who gains a level rolls the appropriate Hit Die and divides it by the number of classes he possesses. Likewise, he gains his Constitution modifier bonus in the same fractions. For example, a dwarf fighter/cleric with a +2 Constitution bonus to hit points would gain 1 hit point when the fighter level increased and 1 when the cleric level increased.

Choose Weapon and Nonweapon Proficiencies

Each character gains a number of weapon and nonweapon proficiencies based upon his class. Multi-class characters, use the most favorable progression until you reach a racial level maximum.





You may select proficiency in a weapon allowed by your class. One class's weapon prohibitions may affect your allowable choices in another for multi-class characters. Multi-class fighter clerics may use edged weapons.

Weapon proficiency may be purchased one weapon at a time or in groups (see table below). A Tight Group of related weapons costs 2 proficiency slots. A Broad Group requires 3 proficiency slots. A Fighter may not specialize in an entire group but may devote the appropriate slots to specialize in a single weapon from the group, as normal.

Warriors may use style specialization as described on page 61 of *The Complete Fighter's Handbook*.

A compiled list of nonweapon proficiencies can be found at <http://people.wku.edu/charles.plemons/ad&d/nonweapon.html>.

Table: PROFICIENCY SLOTS

Class Group	Weapon Proficiencies			Nonweapon Proficiencies	
	Initial	#Levels	Penalty	Initial	#Levels
Priest	2	4	-3	4	3
Rogue	2	4	-3	3	4
Warrior	4	3	-2	3	3
Wizard	1	6	-5	4	3

Table: NONWEAPON PROFICIENCY GROUP CROSSOVERS

Character Class	Proficiency Groups
Bard	General, Rogue, Warrior, Wizard
Cleric	General, Priest
Druid	General, Priest, Warrior
Fighter	General, Warrior
Mage	General, Wizard
Specialist Wizard	General, Wizard
Paladin	General, Priest, Warrior
Ranger	General, Warrior, Wizard
Thief	General, Rogue

Table: WEAPON PROFICIENCY GROUPS

Tight Group Name	Included Weapons
Axes	battle axe, hand/throwing axe
Bows	composite long bow, composite short bow, daikyu, long bow, short bow
Clubbing Weapons	belaying pin, club, footman's mace, horseman's mace, morning star, warhammer



Crossbows	hand crossbow, heavy crossbow, light crossbow
Fencing Blades	dagger/dirk, knife/stiletto, main-gauche, rapier, sabre
Flails	footman's flail, horseman's flail
Lances	heavy horse lance, light horse lance, jousting lance, medium horse lance
Long Blades	bastard sword, katana, long sword, scimitar, two-handed sword
Medium Blades	cutlass, khopesh, wakizashi
Picks	footman's pick, horseman's pick
Polearms	awl pike, bardiche, bec de corbin, bill-guisarme, fauchard, fauchard-fork, glaive, glaive-guisarme, guisarme, guisarme-voulge, halberd, hook fauchard, lucern hammer, mancatcher, military fork, naginata, partisan, ranseur, spetum, tetsubo, voulge
Short Blades	dagger/dirk, knife/stiletto, main-gauche, short sword/drusus
Sickles	sickle, scythe
Slings	sling, staff sling
Spears	harpoon, javelin, long spear, spear, trident
Whips	scourge, whip

Broad Group Name	Included Weapons
Blades	bastard sword, cutlass, dagger/dirk, katana, khopesh, knife/stiletto, long sword, main-gauche, rapier, sabre, scimitar, short sword/drusus, two-handed sword, wakizashi
Cleaving/Crushing Weapons	battle axe, belaying pin, club, footman's mace, footman's pick, hand/throwing axe, horseman's mace, horseman's pick, morning star, warhammer
Pole Weapons	awl pike, bardiche, bec de corbin, bill-guisarme, fauchard, fauchard-fork, glaive, glaive-guisarme, guisarme, guisarme-voulge, halberd, harpoon, hook fauchard, javelin, lucern hammer, long spear, mancatcher, military fork, naginata, partisan, ranseu, sickle, scythe, spear, spetum, tetsubo, trident, voulge
Small Throwing Weapons	dagger/dirk, dart, hand/throwing axe, knife/stiletto, shuriken
Ungrouped Weapons	arquebus, blowgun, bola, chain, gaff/hook, lasso, net, quarterstaff/bo stick, nunchaku, sai

Choose a Religion

Religion is important in space; however, the deities of *AD&D* are not omnipotent. Each is restricted to operations in Crystal Spheres with established worshippers. Groundling priests often suffer somewhat when traveling beyond their home Sphere.



A priest leaving his deity's home Sphere may still use prepared spells but may not prepare new spells above 2nd level. Casting a *contact home power* spell temporarily overrides this restriction.

There are a number of religions long established in space granting full spell access to clerics within the Known Spheres but not in the Flow.

- ❖ **The Temple of Ptah** – Venerated in the Egyptian pantheon as the deity of artisans, space-oriented worshippers claim Ptah is the builder of all creation. Their priests may regain spells in all Known Spheres.
- ❖ **The Path and the Way** – A series of beliefs originating from Realmspace claiming there is a celestial bureaucracy, with various deities in each sphere holding offices. Due to this flexible doctrine, Path priests may regain spells in all Known Spheres.
- ❖ **The Celestians** – Celestian, the deity of travel in Greyspace, is venerated by travelers throughout the spheres. Celestians may regain spells in any Known Sphere but not on the planets themselves unless an existing church is already established (such as on Oerth).

Determine Starting Age

All age modifiers are cumulative.

Table: AGE

Character Race	Starting Age		Aging Effects			
	Base	Variable	Max Age	Middle Age ¹	Old Age ²	Venerable ³
Dracon	15	1d8	125 + 3d20	62	83	125
Dwarf	40	5d6	250 + 2d100	125	167	250
Elf	100	5d6	350 + 4d100	175	233	350
Giff	14	1d6	60 + 2d8	30	40	60
Gnome	60	3d12	200 + 3d100	100	133	200
Hadozee	20	3d4	90 + 2d20	45	60	90
Half-Elf	15	1d6	125 + 3d20	62	83	125
Halfling	20	3d4	100 + 1d100	50	67	100
Human	15	1d4	90 + 2d20	45	60	90
Lizard Man	10	2d6	350 + 2d10	175	233	350
Rastipede	20	3d4	100 + 1d100	50	67	100

¹ -1 Strength and Constitution; +1 Intelligence and Wisdom

² -2 Strength and Dexterity, -1 Constitution; +1 Wisdom

³ -1 Strength, Dexterity, and Constitution; +1 Intelligence and Wisdom

Create Biographical Details

Determine Height, Weight, Hair Color, Eye Color, and Skin Color.


Table: AVERAGE HEIGHT AND WEIGHT

Character Race	Height in Inches		Weight in Pounds	
	Base*	Modifier	Base*	Modifier
Dracon	72/72	2d10	600/600	6d10
Dwarf	43/41	1d10	130/105	4d10
Elf	55/50	1d10	90/70	3d10
Giff	102/100	1d10	620/600	3d10
Gnome	38/36	1d6	72/68	5d4
Hadozee	78/75	2d6	180/160	3d10
Half-Elf	60/58	2d6	110/85	3d12
Halfling	32/30	2d8	52/48	5d4
Human	60/59	2d10	140/100	6d10
Lizard Man	60/60	2d12	150/140	3d10
Rastipede	44	1d8	220	5d10

* The first number is for males, the second for females.

Select Equipment

There are no official rules in *Advanced Dungeons & Dragons 2nd Edition* for determining magical equipment for characters starting beyond level 1. Thus, the following house rules are in effect.

Armor

Select either a suit of armor (of your choice) or shield (of your choice) with a +1 magical modifier (no special abilities). Characters unable to wear armor may select *bracers of defense AC 5*, if allowable for use.

Weapons

Select a primary weapon with a +2 magical modifier (no special abilities). In addition, select a single back-up weapon with a +1 magical modifier (no special abilities).





Potions

Roll twice on the *MAGIC ITEMS – POTIONS* table. Duplicates are allowed.

Table: MAGIC ITEMS - POTIONS

D20 Roll	Potion Type
1	Climbing
2	Diminution
3	Elixir of Health
4	Extra-Healing
5	Fire Breath
6	Fire Resistance
7	Flying
8	Gaseous Form
9	Growth
10	Healing
11	Invisibility
12	Levitation
13	Plant Control
14	Polymorph Self
15	Rainbow Hues
16	Speed
17	Treasure Finding
18	Ventriloquism
19	Vitality
20	Water Breathing

Scrolls

Priest and Wizard classes roll once on the *MAGIC ITEMS – SPELL SCROLLS* table. All other classes roll once on the *MAGIC ITEMS – PROTECTION SCROLLS* table.

Table: MAGIC ITEMS - PROTECTION SCROLLS

D20 Roll	Scroll Type	Duration
1	Protection from Acid	1d4+8 turns
2	Protection from Cold	1d4+4 turns
3	Protection from Dragon Breath	2d4+4 rounds
4	Protection from Electricity	3d4 rounds
5	Protection from Elementals	5d8 rounds
6	Protection from Fire	1d4+4 turns
7	Protection from Gas	1d4+4 rounds
8	Protection from Lycanthropes	5d6 rounds



9	Protection from Magic	5d6 rounds
10	Protection from Petrification	5d4 rounds
11	Protection from Plants	1d4+4 turns
12	Protection from Poison	1d10+2 rounds
13	Protection from Possession	10d6 rounds
14	Protection from Undead	10d8 rounds
15	Protection from Water	1d4+4 turns
16-18	None	n/a
19	Your Choice of One	n/a
20	Your Choice of Two	n/a

Table: MAGIC ITEMS - SPELL SCROLLS

D12 Roll	Number of Spells	Spell Level
1	1 spell	1
2	1 spell	2
3	1 spell	3
4	1 spell	4
5	2 spells	1
6	2 spells	2
7	2 spells	3
8	2 spells	4
9	3 spells	1
10	3 spells	2
11	3 spells	3
12	3 spells	4

Miscellaneous Items

Roll 1d4. This determines how many rolls you make on the *MAGIC ITEMS – MISCELLANEOUS* table. No duplicates allowed. If you roll an item unusable due to class, alignment, and so on, roll again.

Table: MAGIC ITEMS - MISCELLANEOUS

D57 Roll	Item	Source
1	Amulet of Arachnid Control	WCC1, pg. 75
2	Armband of Healing	BoMM, pg. 9
3	Arrow of Healing (4)	RoU2, pg. 106
4	Badge of Freedom	RoU, pg. 112
5	Bag of Holding (500 lbs)	DMG, pg. 159
6	Bead of Accuracy	BoMM, pg. 16
7	Bone of Animation	BoMM, pg. 18



8	Boots of Elvenkind	DMG, pg. 161
9	Boots of Levitation	DMG, pg. 161
10	Boots of the North	DMG, pg. 161
11	Cloak of Arachnida	DMG, pg. 164
12	Cloak of Displacement	DMG, pg. 164
13	Coat of the Seas	WCC1, pg. 78
14	Dinner Plate	BoMM, pg. 56
15	Dust of Dryness	DMG, pg. 167
16	Figurine of Wondrous Power - Marble Normal Elephant	DMG, pg. 168
17	Gauntlet of Evertorch	RoU2, pg. 109
18	Gauntlets of Dexterity	DMG, pg. 169
19	Gauntlets of Swimming and Climbing	DMG, pg. 169
20	Girdle of Many Pouches	DMG, pg. 170
21	Girdle of the Frog	RoU2, pg. 109
22	Gloves of Missile Snaring	DMG, pg. 170
23	Hammock of Protection	BoMM, pg. 38
24	Hard-Boiled Egg (2)	BoMM, pg. 32
25	Inkwell of Concealment	BoMM, pg. 42
26	Javelins of Lightning (2)	DMG, pg. 184
27	Javelins of Piercing (2)	DMG, pg. 184
28	Ladle of Duplication	BoMM, pg. 44
29	Lamp of Long Burning	BoMM, pg. 46
30	Medallion of Defense	BoMM, pg. 50
31	Mouse Cart	ToM, pg. 141
32	Necklace of Adaptation	DMG, pg. 175
33	Necklace of Missiles	DMG, pg. 175
34	Ointment of Blessing (2)	BoMM, pg. 54
35	Ointment of Healing (2)	BoMM, pg. 54
36	Old Salt Statue of Power - Medic with Bag	WCC1, pg. 86
37	Old Salt Statue of Power - Whaler with Harpoon	WCC1, pg. 87
38	Periapt of Health	DMG, pg. 176
39	Portable Canoe	ToM, pg. 142
40	Powder of Coagulation (4)	ToM, pg. 127
41	Powder of the Black Veil	ToM, pg. 127
42	Quaal's Feather Token - Tree	DMG, pg. 177
43	Ring of Feather Falling	DMG, pg. 148
44	Ring of Gargoyles	RoU, pg. 117
45	Ring of Jumping	DMG, pg. 148
46	Ring of Projection	FOR4, pg. 106
47	Ring of Warmth	DMG, pg. 150
48	Ring of Water Walking	DMG, pg. 150
49	Rope of Climbing	DMG, pg. 178
50	Saw of Cutting	BoMM, pg. 60

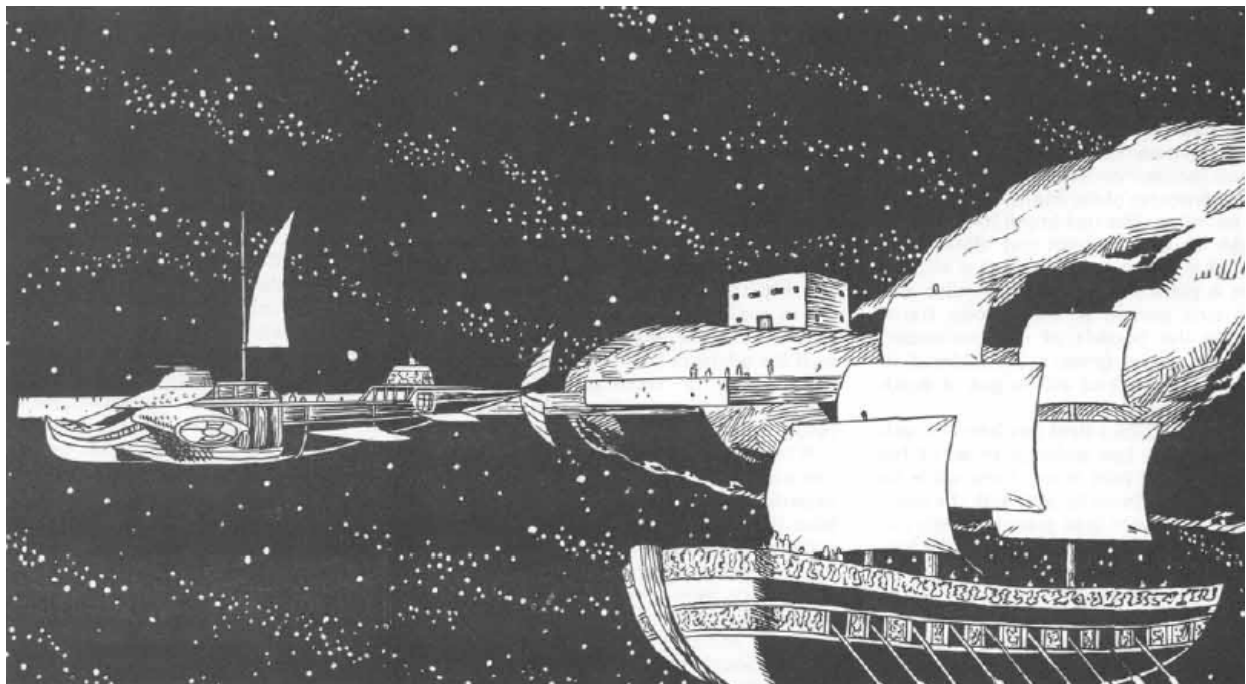


51	Sealing Wax	BoMM, pg. 69
52	Stone of Good Luck	DMG, pg. 180
53	Stone of Shielding (4)	RoU, pg. 119
54	String of Shackles	BoMM, pg. 63
55	Vest of Shadows	FOR4, pg. 115
56	Wind Fan	DMG, pg. 181
57	Zoster of Zeal	BoMM, pg. 73

- BoMM = *Book of Marvelous Magic*
- DMG = *Dungeon Master's Guide*
- FOR4 = *Code of the Harpers*
- RoU = *Ruins of Undermountain*
- RoU2 = *Ruins of Undermountain II: The Deep Levels*
- ToM = *Tome of Magic*
- WCC1 = *War Captain's Companion: Book 1*

Finalize Class Details

Some classes may require you to select additional details or make choices. Go through and make sure these are all completed.



Spells

Divine casters simply choose the spells you have prepared. Arcane spellcasters need to fill their spellbooks. Start with three spells of 1st level and an additional spell each caster level gained thereafter. On levels where a new spell level becomes available, you must select a spell of the new



highest level available. Player's may select spells from the *Player's Handbook*, *Tome of Magic*, and the *Spelljammer* boxed set. Players must roll, based on Intelligence, the chance to learn a given spell. If failed, you cannot select that spell. Mages automatically have *read magic* as one of their three spells.

Thieving Skills

Assign thieving skills based on your class, level, race, and Dexterity score.

Table: RACIAL THIEVING SKILL ADJUSTMENTS

Character Race	PP	OL	F/RT	MS	HS	DN	CW	RL
Dwarf	—	+10%	+15%	—	—	—	-10%	-5%
Elf	+5%	-5%	—	+5%	+10%	+5%	—	—
Giff	—	+5%	+10%	-5%	-5%	—	-20%*	+5%
Gnome	—	+5%	+10%	+5%	+5%	+10%	-15%	—
Hadozee	+5%	+5%	+5%	-5%	—	—	+20%	-5%
Half-Elf	+10%	—	—	—	+5%	—	—	—
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Human	—	—	—	—	—	—	—	—
Lizard Man	-5%	-5%	—	+5%	+5%	+5%	-5%	-5%
Rastipede	-5%	+10%	+10%	-5%	-5%	+5%	-30%*	+10%

* These races cannot lift their body weight using their arms alone. Their bodies must be supported or braced to climb.

