

Character Generation for Alair Returns

Stats

For each of **Str Con Dex Int Wis Cha** roll **4d6** and take the **highest 3**. Then for each stat, roll **4d6** and take the **highest 3** again; if the result is better than the first value, it replaces it.

Finally, roll a seventh 'stat' in the same way. This is your 'bonus ball' and you may use it to replace any one stat if you wish.

Race

You can roll a race randomly, choose one from the list below, or appeal to the DM for something more unusual.

Common Races

Race	Bonuses at 1st level	ECL
Human	Extra feat, 4 skill points	-
Dwarf	+2 Con -2 Cha, Darkvision	-
Elf	+2 Dex, -2 Con, Immune sleep/charm +2 vs Enchantment, Low-light vision, Proficient with longsword or rapier and bow. +2 Listen, Search, Spot.	-
Wild Elf	+2 Dex, -2 Int, Immune sleep/charm +2 vs Enchantment, Low-light vision, Proficient with longsword or rapier and bow. +2 Listen, Search, Spot.	-
Half-elf	Immune sleep/charm, Low-light vision. +1 Listen, Search, Spot.	-
Half-orc	+2 Str, -2 Int, -2 Cha, Darkvision.	-
Orc	+4 Str, -2 Int, -2 Wis, -2 Cha, Darkvision	-
Tiefling (part-fiend)	+2 Dex, +2 Int, -2 Cha, Darkness(Sp) 1/day, Saves vs Fire/Cold/Electricity +5, 60' Darkvision, some distinguishing mark	1
Aasimar (part-celestial)	+2 Wis, +2 Cha, Light(Sp) 1/day, Saves vs Acid/Cold/Electricity +5, 60' Darkvision, some distinguishing mark	1

ECL shows how many levels the race bonuses are worth. For example, a lizardman character has ECL 2; he chooses Fighter and becomes a 1st level character, with 2d8 + 1d10 hit points as he starts play. He must earn enough XP for 3rd level (6,000) to become 2nd level, 10,000 to become 3rd and so on.

Regardless of whether race was rolled or chosen, roll for origin location.

Alignment

The usual choices.

Parental Background

Roll on the table shamelessly looted from Chappie's campaign. Each character will get at least a +2 skill bonus from this plus some basic background to begin with. Everyone gets an heirloom!

Character Class

Recommended basic character classes are as follows:

Class	Notes	Alignments
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Barbarian	Conan. Berserk rage, lots of hit points, combat monster, limited access to armour and magic, reasonable skill points	Any non-Lawful
Bard	Produce effects through music, Bardic Knowledge, spells, reasonable skill points	Any non-Lawful
Cleric	Priest of the Gods. Spells, turn undead, any armour, simple weapons	Most
Druid	Priest of nature and balance, spells, reasonable skills, limited weapons & armour	Any Neutral
Fighter	Meathead, the warrior, kick the doors in and kill'em. Any armour, any weapons, good attack bonuses, bonus feats, good HP, low skill points	Any
Monk	Bruce Lee. Chow Yun-Fat. Sweeper. Martial arts, some weapons, more powers as levels increase	Any Lawful
Paladin	Honourable knight of Good. Any armour or weapons, Detect Evil, Healing, other powers, spells later, low skill points	Lawful Good
Ranger	Reasonable skills, armour up to medium, any weapons, free 2-weapon feats in light armor, track, favoured enemy, spells later	Any
Rogue	Thief, bandit, scout, spy, gambler etc. High skill points, few weapons, light armour, sneak attack, evasion, uncanny dodge, special abilities	Any
Sorcerer	Instinctive magic-user, may use any mix of spells he knows but gets fewer, simple weapons, no armour, call Familiar, low skill points	Any
Wizard	Study magic user, must prepare and specify his spells ahead of time, can know more, gets higher spells quicker, bonus feats, simple weapons, no armour, call Familiar, low skill points.	Any

Subsequent levels can be taken in different classes, and as time progresses Prestige classes become available.

Handedness

May be chosen or rolled on d12-d6 as normal.

Age, Height & Weight

Roll on the modified D&D tables. Players may alter results slightly to reflect character concept. The campaign opens in Imperial Year 1655.

Skills & Feats

As per the PHB for first level

Deities

Refer to the **Gods of Alair** document

Hair & Eyes

Choose, lizardmen have no hair of course, noble elves have black hair and grey eyes most of the time.

Equipment

Each character gets the equipment listed for their class's **Package**, with a free choice for weapons, skills and feats, plus any heirlooms from the Parental roll. Weapons can only be chosen if proficiency is held. Extra equipment must be purchased but everyone gets free clothes.