

Character Generation

for Alair

Stats

Take an array of 18 17 16 16 15 14. Assign as desired to the stats of your character. As an option, you may move 2 from one stat to one other stat, as long as that second stat doesn't go higher than 18 before racial adjustments.

Race

You can roll a race randomly, choose one from the list below, or appeal to the DM for something more unusual. If PC-Gen can handle it, I'll consider it!

Common Races

Race	Bonuses at 1st level	ECL
Human	Extra feat, extra skill points	-
Dwarf	+2 Con -2 Cha, Darkvision	-
Elf	+2 Dex, -2 Con, Immune to <i>sleep</i> +2 vs Enchantment, Low-light vision, Proficient with longsword or rapier and bow. +2 Listen, Search, Spot.	-
Wild Elf	+2 Dex, -2 Int, Immune to <i>sleep</i> +2 vs Enchantment, Low-light vision, Proficient with longsword or rapier and bow. +2 Listen, Search, Spot.	
Half-elf	Immune to <i>sleep</i> , Low-light vision. +1 Listen, Search, Spot.	-
Half-orc	+2 Str, -2 Int, -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
Slitheren Ratman	-2 Str, +2 Dex, +2 Con, -2 Cha, +1 Natural Armour, +2 to Balance, Climb, Hide, Jump and Escape Artist, Climb 15', 60' Darkvision	1

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

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!

Origin

Most characters' parents will live/have lived in Tzallis, but may have ended up there somehow; feel free to improvise a backstory.

Elves are a special case; the most likely is that their family were loyalists of the old kingdom who fled, or renegades from the Scorpion Empire.

Character Class

Recommended basic character classes are as follows:

Class	Notes	Alignments
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

Base classes from other supplements can be requested, if PC-Gen can handle it, I'll consider it!

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 2100.

Skills & Feats

As per the PHB, other feats are allowable on DM approval. No Hypersonic Cleave again, please God no! You may optionally choose one Flaw to gain an extra Feat. This will be exploited mercilessly for comedy value.

Deities

Refer to the **Gods of Alair** document. Godlessness is more common again after the chaos of the Holy Wars.

Hair & Eyes, Height and Weight

Choose or roll, noble elves have black hair and grey eyes most of the time. Slitheren generally have brown fur and dark eyes.

Equipment

Each character gets the equipment listed for their class's **Package**, assume maximum rolled gold. Gear may be swapped out at list price and exchanged for other items.