## HOLMES BASIC - CHARACTER CREATION WORKSHEET

Follow the steps & use as a character sheet or copy to a blank sheet

Name:		Race:	
Class:		AC:	
Level: 1	XP: 0	HP:	

## 1. ABILITY SCORES: for each blank roll 3d6 and record the result

Ability	Score	3-6	7-8	9-10	11-12	13-14	15-16	17	18	Modifies
Strength										
Intelligence					+1-2	+3-4	+5-6	+7	+8	Languages
		30%	40%	50%	50%	65%	75%	85%	95%	Chance to Know a Spell
		2/4	3/5	4/6	4/6	5/8	6/10	7/All	8/All	Min/Max Known Spells per Lvl
Wisdom										
Constitution		-1					+1	+2	+3	HP per HD
Dexterity		-1	-1			+1	+1	+1	+1	To hit with Missiles
Charisma		2	3	4	5	6	7	8	12	Max # Followers
Prime		-20%	-10%			+5%	+10%	+10%	+10%	Experience Points (XP)

## 2. CLASS & RACE: Choose one of each

2. CLASS 8	RACE		Saving Throws (d20)									
Class	Prime	Trade-in	Weapon	Armor	XP: Lvl 2	Poison	Wand	Stone	Breath	Spell		
Fighter	Str	Int 2 or Wis 3	d8	Any	Any	Any	2000	12	13	14	15	16
Magic-User	Int	Wis 2 or Str 3	d4	Any	Dagger	None	2500	13	14	13	16	15
Cleric	Wis	Int 2 or Str 3	d6	Non-neutral	Blunt	Any	1500	11	12	14	16	15
Thief	Dex	Int 2 and Wis 1	d4	Non-good	Any	Leather	1200	12	13	14	15	16

First Level M-U Book of First Level Spells: Charm Person, Dancing Lights, Detect Magic, Enlargement, Hold Portal, Light, Class Abilities Magic Missile, Protection from Evil, Read Languages, Read Magic, Shield, Sleep, Floating Disc, Ventriloquism M-U Memorize & cast one known 1st level spell per day. Roll % to know for each spell in Book, up to max allowed by Int. Cleric Turn Undead: Skeleton 7, Zombie 9, Ghoul 11. Roll over this score on 2d6. If successful 2d6 are turned. Thief Open Lock:15% Rem Trap/Hide Shadows:10% Pick Pock/Move Silent:20% Climb:87% Hear:2 in 6 Backstab +4 ×2 dam

Race	Ht	Wt	Minimums	Classes	HD	Hear	Infra	Save	Abilities
Human	6′	180		any	any	1 in 6			
Elf	5′	120		F/M-U or T	d6 max	2 in 6	60′		Sense Secret Doors 2 in 6, Find 4 in 6
Dwarf	4′	150	10 Con	F or T	any	2 in 6	60′	+2	Find Dungeon Traps 2 in 6
Halfling	3′	90	10 Con, Dex	F or T	d6 max	2 in 6		+2	Missile Fire +1, Hide Outdoors

3. ADJUST SCORES:	All but elves ma	All but elves may raise Prime by 1 (to max 18) for each trade-in of indicated scores (to min 9)										
4. HIT POINTS:	Roll Hit Die (HD) & adjust based on Con score: Healing: 1-3 HP per day of rest											
5. ALIGNMENT:	Lawful Good	Chaotic Good	Neutral	Lawful Evil	Chaotic Evil							
	All: Common & alignment tongue, plus extras due to Int: Elves: add Elf, Hobgoblin, Gnoll & Orc. Dwarves: add Dwarf, Gnome, Goblin & Kobold.											

7. EQUIPMENT: Roll 3d6×10 for gold pieces (GP), mark items bought & deduct cost in GP. Note where items are carried C.D.

GP:															
	Weapons	Bows/N	Missiles	Arm	or		Packs/Ratio	ons/Light	ting	Te	ools/C	lerical	Horse/1	<i>ransport</i>	
1	Dagger 3	Short	l* 25	Leathe	r 15		Backpack (3	ackpack (300 coins) 5			Iron S	pikes 1	Mule 20		
2	Hand Axe 3	Long	Long* 40			Large Sack (300 coins) 2					50' Ro	pe 1	Draft 30		
3	Mace 5	Compo	Composite* 50			Small Sack (150 coins) 1					10' Pc	ole 1	Light 40		
4	Sword 10	20 Arr	20 Arrows 5			Sta	ndard Ratio	ns (1 we	eek) 10	3 Stakes & Mallet 3			Med. War 100		
5	Battle Axe* 7	Silver Tip.	Silver Tip. Arrow 5			Iron Rations (1 week) 15				Steel Mirror 5			Heavy War 200		
6	Morn. Star* 6	Quiv	ver 5			Quart of Wine 1				Silver Mirror 15			Barding 150		
7	Flail* 8	L. Cross			Water/Wine Skin 1			Wood Symbol 2			Saddle 25				
8	Spear 2	H. Cross	H. Crossbow* 25			6 Torches (6 turns × 6) 1			Silver Symbol 25			Saddle Bags 15			
9	Pole Arm* 7	30 Quo	arrels 5			Flask of Oil (24 turns) 2			Holy Water Vial 25			Cart 100			
10	2-H Sword* 15	Cas	se 5			Tinder Box 3				Wolvesbane 10			Wagon 200		
11	Lance 4	*2-ha	Inded				Lante	rn 10		Garlic Bud 5			Raft 40		
12	Pike* 5	(no shield	d if used)		M-U only: Scroll w/one known 1 <sup>st</sup> lvl spell 100						Small Boat 100				
0 4	8. ARMOR CLASS (AC): None Shield Leather Lthr & Sh Chain Chn & Sh Plate Plt & Sh														
о. <i>Р</i>	8. ARMOR CLASS (A		None 9	Shield Leat 8 7		ner	Lthr & Sh 6	Chain 5	Cnn &	Sn	Plate 3	Plt & Sh 2	1	0	
9. T	O HIT AC:	roll d20		11	12	2	13	14	15		16	17	18	19	
10.	MOVE (MV):	feet/turn	240		24	0		180			120	For each	600 coin	s carried,	

15

reduce move by  $\frac{1}{2}$ 

10

20

feet/round

20