

# WELCOME, LATECOMER!

Roll 2 six-sided dice and spend them on the tables below.

## HOW DO YOU KNOW THE OTHER ADVENTURERS?

- 1 Just hired muscle twenty years ago, now you're a hero in your own right.  
Warrior level 4, weapon specialization and fleet (+1 init)  
+8 STR, +4 DEX, +4 CON, +4 INT, +4 WIS, +8 CHA
- 2 You help them pull off a heist every once in a while; they call you when they're expecting traps.  
Rogue level 5, Skills: Traps, Stealth, Alertness  
+3 STR, +7 DEX, +3 CON, +7 INT, +7 WIS, +5 CHA
- 3 You consult with them on arcane matters.  
Mage level 3, Skills: Forbidden Knowledge  
+2 STR, +4 DEX, +4 CON, +10 INT, +8 WIS, +4 CHA
- 4 You've served as an expert guide on a number of successful adventures.  
Rogue level 5, Skills: Pathfinding, Spelunking, Alertness  
+5 STR, +5 DEX, +5 CON, +4 INT, +9 WIS, +4 CHA
- 5 They helped you conquer a prosperous northern realm, then they helped you lose it in a reckless bet.  
Warrior level 4, weapon specialization and great strike (+1 damage)  
+9 STR, +8 DEX, +4 CON, +3 INT, +3 WIS, +5 CHA
- 6 One of the party is a close relative of yours.  
Warrior level 4, weapon specialization and defensive fighter (+1 AC)  
+7 STR, +3 DEX, +9 CON, +6 INT, +4 WIS, +3 CHA

## HOW DO YOU LIKE TO SOLVE YOUR PROBLEMS?

- 1 Directly, with as little forethought as possible.  
+8 STR, +7 DEX, +7 CON, +3 INT, +2 WIS, +6 CHA
- 2 With friends, through teamwork.  
+3 STR, +3 DEX, +4 CON, +7 INT, +7 WIS, +9 CHA  
4 guards/hirelings (2HD)
- 3 With elaborate plans, carefully executed.  
+3 STR, +6 DEX, +3 CON, +8 INT, +7 WIS, +6 CHA  
Skills: Choose any one skill
- 4 With stealth, before they even see you coming.  
+3 STR, +8 DEX, +6 CON, +7 INT, +6 WIS, +3 CHA
- 5 With clever enough words that you don't have to take action.  
+3 STR, +3 DEX, +6 CON, +6 INT, +5 WIS, +10 CHA
- 6 With a steady hand and reasonable expectations.  
+6 STR, +4 DEX, +6 CON, +5 INT, +8 WIS, +4 CHA

Sum the results, and then choose from the equipment (and magic, if appropriate) worksheets. Remember that if a previous player has checked a box off, it cannot be chosen until all empty boxes have been chosen.

NAME:  
PLAYER:  
CLASS:  
LEVEL:

ALIGNMENT:  
EXPERIENCE:  
BASE ATTACK BONUS:  
INITIATIVE

STRENGTH	<input type="checkbox"/>	melee to hit melee damage
DEXTERITY	<input type="checkbox"/>	ranged to hit armor class initiative
CONSTITUTION	<input type="checkbox"/>	hit points per level
INTELLIGENCE	<input type="checkbox"/>	languages known
WISDOM	<input type="checkbox"/>	save vs mind control
CHARISMA	<input type="checkbox"/>	max # of allies

		
ARMOR CLASS	FORTUNE POINTS	HIT POINTS

SKILLS:

CLASS ABILITIES:

FRIENDS, HIRELINGS, ALLIES:

SAVING THROWS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
POISON	BREATH WEAPON	POLYMORPH
<input type="checkbox"/>	<input type="checkbox"/>	
SPELL	MAGIC ITEM	

WEAPONS

<input type="checkbox"/>	to hit	damage
<input type="checkbox"/>	to hit	damage
<input type="checkbox"/>	to hit	damage
<input type="checkbox"/>	to hit	damage

EQUIPMENT:

# GRIZZLED ADVENTURERS LATECOMER!