

## Ghost of Lion Castle – Character Creation Checklist

1. Roll 3d6, assign each ability score.
2. Record ability score modifiers – Player’s Handbook Page 14
3. Check for race requirements and ability score modifiers – Player’s Handbook Page 20
4. Wizard Info – Player’s Handbook Page 30
  - a. HP 1d4
  - b. XP 0/2,500
  - c. INT of 16+ gives 10% bonus on experience
  - d. (usually) 1 level 1 spell per day
5. Check for Wizard Specialist – Player’s Handbook Page 31 and 32
  - a. +1 extra spell learned in specialty at character creation
  - b. +1 extra spell can be cast per day in specialty
  - c. +1 when saving vs spells in specialty
  - d. 15% greater chance to learn spells in specialty
  - e. +1 extra spell learned in specialty at level up
6. Roll Proficiencies – Player’s Handbook Page 53
  - a. Magic users get 1 weapon proficiency (usually)
  - b. Magic users get 4 non-weapon proficiencies (usually)
7. Buy Equipment – Player’s Handbook Page 67
  - a. 1d4+1 x 10 Starting GP
  - b. Character’s starting AC is 10 (usually)
8. Fill out THAC0 – Player’s Handbook Page 91
9. Fill out Saving Throws – Player’s Handbook Page 101
10. Roll for Languages Learned – Dungeon Master’s Guide Page 102
11. Roll for Starting Spells – Dungeon Master’s Guide Page 39
  - a. All magic users automatically get Read Magic
  - b. Randomly roll for 1 offensive, 1 defensive, and 1 miscellaneous spell
  - c. If specialist, get one more spell in specialty
12. Start with one random magical item – Dungeon Master’s Guide Page 121
13. Choose Name – and start playing!