

# Hawke's Character Creation Checklist

For: AD&D 1<sup>st</sup> Edition Greyhawk Setting  
by Hawke Robinson

Based on ideas, resources, and text from ICE Rolemaster 2<sup>nd</sup> Edition, ICE MERP 2<sup>nd</sup> Edition, D&D 5<sup>th</sup> Edition, Cubicle 7's The One Ring RPG (TOR), A Song of Ice & Fire RPG (for "House" creation), and other miscellaneous other ideas & sources.

Remember to also read: Hawke's "Gaming Code of Conduct":

<http://spokanerp.com/archives/hawkes-gamer-code-of-conduct>

Hawke's "Hawke's House Rules" will be updated here: <http://spokanerp.com/archives/hawke-house-rules-add1>

## 0. Preliminary Information to Complete

- Player Name, Phone Number, Email address
- Campaign Name
- Group Name/Number
- Game Master(s) / Dungeon Master(s)

## 1. House Creation

Follow steps in GoT core rulebook. Use Greyhawk-based locations instead. Pages: \_\_\_\_\_

Everyone in this group will be from the same "House". Even if the soon to be created PCs are completely different races, lands of origin, etc. their backgrounds will somehow be linked to this house. The player group creates the house. This will take some imagination on the part of the DM to convert to a Greyhawk setting, but shouldn't be too difficult. I will attempt to create a Greyhawk version to share with the public this step at a later date.

## 2. Choose Race

- Choose general World/Land of Origin (more details in step 5)
- Racial Traits, special abilities, move rate, vision, languages, etc.
- Racial ability score adjustments (noted on side of ability that will be modified)
- Saving Throw Racial Modifiers (if any), resistances, & immunities.

### 3. Choose Class

Class Features.

Calculate and write down Hit Points = 1<sup>st</sup> level maximum hit points (do not roll for 1<sup>st</sup> level HP). You will add the CON bonus later (step 4).

### 4. Determine Ability Scores (rolling method)

Roll 4d6, remove the lowest number die result, and calculate the total. Write down this number on scrap paper. Repeat this process 6 times.

The first 6 rolls in the column are allocated to any attribute desired in any order (except Comeliness).

The 7<sup>th</sup> roll is automatically allocated to Comeliness.

Enter all the modifiers for each stat.

Add CON bonus to Hit Points total.

### 5. Describe Your Character

Gender

Age (DMG1 pp 12-13)

Speed

Vision

Appearance

Size (height, weight, build) (DMG1 p 101)

Hair (head, facial, body)

Eyes

Skin

Alignment

Languages

Religious Pantheon (if applicable)

Patron Deity (if applicable)

Background:

Ideals: What are the principles you would never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals & ambitions? What is the single most important thing you strive for? (PH5 p.125)

Bonds: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession (if any)? (PH5 p 125) (and/or roll Trinkets (PH5 pp 160-161).

PC link: How are you linked to at least one of the other PCs?

Flaws (at least one) (PH5 p. 125): What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

Land of origin details

Clan/family

Attitude toward other clans/families/countries/races

Personality Traits (PH5 p 123)

Something(s) you like

Something(s) you dislike

Past accomplishments that you are very proud of.

- Fear(s) (less intense than flaw terror, more general worries).
- Self-attitude (self-loathing, self-loving, think your gods' gift to women/men, etc.)
- Mannerisms (abrupt, curt, relaxed, friendly, terse, intense, laid-back, noisy, quiet, confident, awkward, shy, reserved, aggressive, passive, etc.).
- Habits (at least one).
- Beliefs (beyond religion/alignment, overall philosophical outlook on life, the universe, & everything).

- Armor & Weapon Proficiencies.
- Select the spells you will be using at the beginning of the adventure.
- Calculate Saving Throw Totals
- Calculate Encumbrance
- Create a short background synopsis indicating the initial relationship your character has with the created "House" and the other characters joining in the adventure.

## 6. Equipment & Finishing Touches

- Purchase starting equipment (PH1 pp 35-36 & UA1 pp 25-28)
- Remember clothing for various weather, rope, light sources, food, waterskins, containers to carry equipment, etc.
- Armor (calculate armor class)
- Weapon(s) (melee and/or missile/thrown).
- Everyone gets 1 free roll on the Trinkets table (PH5 pp. 160-161), and then you create a background story as to why you have it, and relevant significance.
- Character Name
- Finish any other character details remaining

## 7. Gather Together

- Explain why your character is in this location, any relationships to this starting location, and what you hope to achieve by being at this location.

BEGIN THE ADVENTURE!!!

PH1 = AD&D 1<sup>st</sup> Edition Player's Handbook

PH5 = D&D 5<sup>th</sup> Edition Player's Handbook

DMG1 = AD&D 1<sup>st</sup> Edition Player's Handbook

UA1 = AD&D 1<sup>st</sup> Edition Unearthed Arcana

GoT = A Song of Ice & Fire Game of Thrones RPG

GoT Equivalents...

Starting Resources

Dyvers = Riverlands