

Character Generation Rules:

6 Stats: 18, 16, 14, 12, 10, 8
Rearrange to different abilities.

Since starting at 5th level, get +1 stat point to add somewhere.

Start at 5th level (adjust down if Race has level adjustment)

Money... tapped to get items below (start broke)

Items at start:

+3 total bonuses available to be split between weapons & armor

Potions: pick 2

Cure Serious (3d8+10)

Levitation

Fly

Gaseous Form

Invisibility (5 doses)

Strength (+4)

Dex (+4)

(2) Anti-Venom (snake)

(2) Anti-Venom (spider)

Control Plant

so, could have a +3 sword

or

+2 sword & +1 armor

or +1 sword, +1 bow, +1 armor