

## Holly Springs Library D&D

### Contact Information

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### Resources

Dungeons & Dragons Player's Handbook v3.5 (or D&D Player's Kit). All the rules and explanations.  
<http://www.d20srd.org> . Website with most rules listed, no explanations/examples.  
Character Sheet, Dice, Pencil, Miniature. If you wish to bring your own.  
Dungeons & Dragons for Dummies, available from library. If you want more explanation of the game  
<http://www.ruf.rice.edu/~pound/> - random name generator, choose for a long list of generators  
<http://www.gaminggeeks.org/Resources/KateMonk/> - long lists of historical names by culture

### Character Generation

Character Generation is as described in the Player's Handbook, with the following clarifications/additions.

### Attributes

32 point buy, attributes start at 8 (modified by race)

Attribute	Cost from Previous	Total Cost
8	0	0
9	1	1
10	1	2
11	1	3
12	1	4
13	1	5
14	1	6
15	2	8
16	2	10
17	3	13
18	3	16

Example. Elf starts with an 8 Dexterity. The player spends 6 points to reach a 14 Dexterity, and then adds the +2 bonus to Dexterity for elves to get a final 16 Dexterity. The same Elf starts with an 8 Constitution, the player spends 6 points to reach a 14 Dexterity, and then subtracts the -2 penalty to Constitution for elves to get a final 12 Constitution.

### Race, Class, Skills, Feats

Players can choose any race, class, skills or feats listed in the Player's Handbook.

### Religion

Characters can choose to worship any deity listed in the Player's Handbook, except those that are listed as Evil. Clerics and Paladins must specify which deity they worship. Other characters may be undecided or choose not to worship rather than choosing a deity if they want.

### Hit Points

Characters receive maximum Hit Points (HP) for 1<sup>st</sup> level of their class, plus Constitution bonus. They receive ½ (rounded up) plus Constitution bonus for their class each level beyond first.

Class	Hit Die	1 <sup>st</sup> level HP	2 <sup>nd</sup> + level(s) HP
Sorcerer, Wizard	d4	4	+3
Rogue	d6	6	+4
Cleric, Druid, Monk, Ranger	d8	8	+5
Fighter, Paladin	d10	10	+6
Barbarian	d12	12	+7

### Equipment

Characters receive the maximum gold for their class at 1<sup>st</sup> level.

Class	Gold at 1 <sup>st</sup>
Fighter, Paladin, Ranger	240gp
Cleric, Rogue	200gp
Barbarian, Bard	160gp
Sorcerer, Wizard	120gp
Druid	80gp
Monk	20gp

New characters purchase equipment from trade goods, weapons, armor, and goods and services sections of Chapter 7: Equipment in the PHB.