

Player of the Year Character Generation

These guidelines are designed to aid individuals wishing to create Darkmoore Player of the Year competition characters for the three part adventure Thief of Dreams:

First, all characters will adhere to the **AD&D® 2nd Edition rules**. Character classes permitted are **fighter, paladin, ranger, thief, bard, priest and wizard**. If the player wishes, a wizard may select a school of specialization, while priests must adhere to one of the established specific religions of the **World of Greyhawk® setting**. Specialty priests are detailed in the Greyhawk Adventures book, and a listing of relevant deities is provided on this page for quick reference.

Characters may also be generated from kits presented in one of the *Complete Handbooks*. However, if you do use a kit, you must bring the appropriate handbook to the game for the Dungeon Master to reference.

Races may be selected from the standard **human, half-elf, elf, dwarf, halfling, and gnome** selection. Both dual and multi class characters are allowed, but psionics are not.

The character should be written on an official character sheet, with all items and numbers noted in the appropriate spaces. The player is responsible for keeping his or her own character sheet up to date in terms of items, experience points, wealth, etc.

The Statistic Scores:

Each character has the basic six statistics of **strength, dexterity, constitution, wisdom, intelligence, and charisma** generated with a total of **82 character generation points**. No score should be higher than racial maximum nor lower than 6, and fighter characters can purchase exceptional strength for one generation point per 10 percent increment. It also costs an additional point to have exceptional strength of 18(01) or higher. Therefore a fighter with a strength of 18(61) must pay 25 points for it. Also, racial adjustments should be ignored for generation purposes. The player should carefully note that minimum statistic scores are met for his or her class or classes.

Characters begin with **100,000 experience points** to be allotted appropriately as if the character had been played since first level. Thus, multi class characters must split their experience equally between classes, and dual class characters must advance sufficiently in their second class in order to use the abilities of the first.

Weapon and nonweapon proficiencies should be selected that are appropriate to the character. Remember that a

character's starting languages due to high intelligence may be added to nonweapon proficiencies, and that new proficiency slots may be due the character for level advancement. Characters wishing to know ancient languages should refer to the appropriate list on this page.

Alignment may be of any non-evil type. If a character worships a specific deity, the player will need to note the specific worshiper and priest alignment requirements.

Hit points will be generated as slightly above average. For each level that the character possesses, give them half the full score on an appropriate hit die plus one point. Constitution bonuses should also be added appropriately. Players wishing higher hit point totals may purchase them by expending 5 of their 82 original character generation points for each additional hit point per hit die up to the maximum number of points per die.

Possessions:

Characters begin with the maximum amount of gold pieces for each of their classes multiplied by their level in each appropriate class. This capital may be used to buy accouterments for the character like armor, weapons and provisions from the equipment price lists in the Player's Handbook. While fine quality merchandise may be purchased in this fashion, magical items may not.

Each character is allotted 3,000 experience points for use in acquiring magical items. Any magical item may be taken from either the Dungeon Master's Guide or the Greyhawk Adventures reference, as long as the total amount of experience from all starting magic items does not exceed 3,000 points per character. Players may not select cursed items.

Spells:

Wizard characters begin play with a traveling spell book containing **three spells per level of spell caster** that they are. Bard characters begin with **two spells per bard level**. These spells may be selected from the Player's Handbook, the Tome of Magic, and Greyhawk Adventures. The first four spells selected must be first level, and at least one spell per spell level must be from the character's chosen school of specialization if applicable.

Although priest characters do not require spell books, major and minor spheres are outlined for most in Greyhawk Adventures. These rules apply.

Deities appropriate for priest characters:

Deity	Align	Worshiper Align	Areas of Influence	Priest Align	Experience
Boccob	N	Any	Magic, Arcane Knowledge	N	Special
Celestian	NG	Any G	Stars, Space, Wanderers	Any G	+10%
St. Cuthbert	LG	LG/LN	Zeal, Wisdom, Dedication	LG/LN	
Ehlonna	NG	Any G, N	Nature	NG/N	+5%
Fharlanghn	NG	Any(N)	Travel, Horizons, Distance	N	
Istus	N	Any(N)	Fate, Destiny	N	+5%
Pholtus	LG(N)	Any L	Light, Law, Resolution	LN	+5%
Ralishaz	CN(E)	Any(C)	Chance, Ill luck	CN	
Ulaa	LG	Any G, N	Hills, Gems, Mountains	LG, N	+5%

Ancient Languages of Oerth:
Suloise
Flan
Ancient Baklunish
Old Oerdian

A Listing of Portentous Runes of Oerth



Abjure
renounce



Aid (Supernatural)



Air



Anger, Quarrel



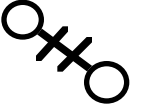
Answer, Solution



Betrayal,
Double Dealing



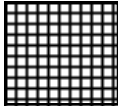
Brass



Copper



Danger,
Dangerous,
Deadly



Darkness



Day, Nature



Death



Demonic,
Demon Power



Evil,
Evil Pursuer



Dragon,
Evil Watcher



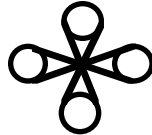
Earth



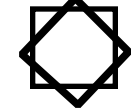
Electrum



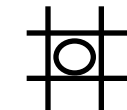
Elemental



Elemental Planes



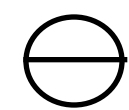
Evil Power,
Destructive Power



Evil Serving,
Evil Servant



Fear



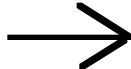
Female



Friendly



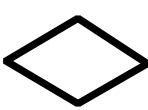
Giant, Huge



Go



God



Gold



Good



Hail, Storm (Cold)



Halt, Stop



Holy, Holiness



Honor, Pride



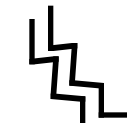
House



Ice



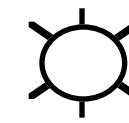
Infinity, Endless



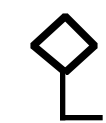
Insanity,
Induces Madness



Iron



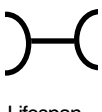
Irresistible,
Overpowering



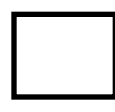
Key



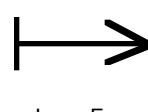
Life



Lifespan



Light



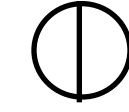
Long, Far



Magic Power (Evil)



Magic Power (Good)



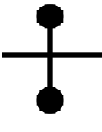
Male



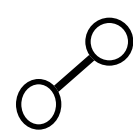
Middle,
Center,
Heart



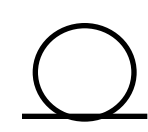
Movement,
Travel



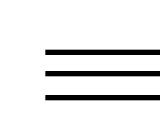
Name



Opposition,
Opposed



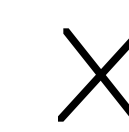
Person
One Who...



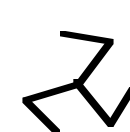
Planes (of Existence)



Poison,
Poisonous



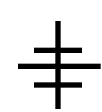
Poison Antidote



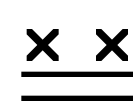
Pursuit



Possession



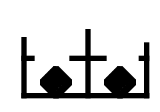
Precious Gem



Private



Regeneration



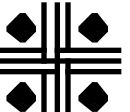
Royal, Royalty



Scroll, Writing



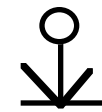
Secret



Senses, Sense



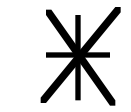
Short, Near



Silver



Sulfur, Infernal



Strength



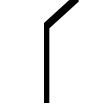
Suspicious



Thrall, Prisoner



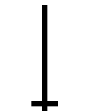
Time



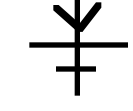
Torch



Treasure



Truth, Sword



Uncertain,
Questionable



Warning, Danger



Watcher, Viewer
(Supernatural)



Water



Win, Victory

Most of these Runes can be found in the [Guide to the World of Greyhawk Fantasy Setting](#) book as part of the [Official World of Greyhawk Fantasy Setting](#). There were some changes in these runes between releases, this page primarily uses the