

# Character Generation Guide #1 - Rolling and Assigning Attributes

	1		2		3		TOTALS
1st d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>
2nd d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>
3rd d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>
4th d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>
5th d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>
6th d100 roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	if 25 or less, then re-roll	<input type="text"/>	keep the rightmost	<input type="text"/>

## Instructions:

- ROLL d100 SIX times, write the result in column 1
- For each of the results in column 1 check to see if any of them are 25 or less, if they are roll another d100 and write the result in column 2. Else leave the box in column 2 blank
- For each of the results in column 2 check to see if any of them are 25 or less, if they are roll another d100 and write the result in column 3. Else leave the box in column 3 blank
- For each ROW, if there is a value in column 3 write that into the TOTALS column. If there is not a value in column 3 check column 2. If there is no value in column 2 write the value in column 1 into the TOTALS column.
- You must now select character class, each class has an attribute associated with it. If you assign a value to this attribute which is lower than the minimum for that class, the class will overwrite your low value with its minimum.

## Example:

	Ranger		Totals		Assignments		Result
Strength (St)	<input type="text"/>	1st roll	<input type="text" value="26"/>	3rd roll	<input type="text" value="73"/>	Strength (St)	<input type="text" value="73"/>
Agility (Ag)	<input type="text"/>	2nd roll	<input type="text" value="64"/>	6th roll	<input type="text" value="96"/>	Agility (Ag)	<input type="text" value="96"/>
Constitution (Co)	<input type="text" value="90"/>	3rd roll	<input type="text" value="73"/>	1st roll	<input type="text" value="26"/>	Constitution (Co)	<input type="text" value="90"/>
Intelligence (Ig)	<input type="text"/>	4th roll	<input type="text" value="52"/>	5th roll	<input type="text" value="48"/>	Intelligence (Ig)	<input type="text" value="48"/>
Intuition (It)	<input type="text"/>	5th roll	<input type="text" value="48"/>	2nd roll	<input type="text" value="64"/>	Intuition (It)	<input type="text" value="64"/>
Presence (Pr)	<input type="text"/>	6th roll	<input type="text" value="96"/>	4th roll	<input type="text" value="52"/>	Presence (Pr)	<input type="text" value="52"/>

- You must now roll the dice to see which race you are. If you do not like the result you may choose to be a common rural man from Arnor.  
(This is the area where the game is set and will be different in other campaigns)