

QUICK NPC CREATION

Creating NPCs can follow the same general outline given in the PHB. (Choose name, race, class, level, and alignment; roll for abilities; choose feats; pick equipment; and record combat numbers and hit points.)

Selecting feats will involve choosing the overall style of the character in question (i.e., expertise, power-attack, or mounted fighter; searching or bow-specialist rogue; etc.). Determining the NPC's gear and magic items is then the last major step.

Choosing Equipment

Each class/style will have a standard kit, as follows. Fighters: Plate mail, large shield, longsword, light mace, crossbow, and light warhorse (850 gp). Rogues: Studded leather, longsword, crossbow, and light horse (200 gp). Wizards: Quarterstaff, dagger, and light horse (100 gp).

NPC STANDARD MAGIC GEAR

Level	Armor	Shield	Primary Weapon	Second. Weapon
1	-	-	-	-
2	+1	-	-	-
3	+1	-	-	-
4	+1	+1	-	-
5	+1	+1	-	-
6	+1	+1	+1	-
7	+1	+1	+1	+1
8	+1	+1	+1	+1
9	+2	+1	+1	+1
10	+2	+2	+1	+1
11	+2	+2	+2	+1
12	+2	+2	+2	+2

For characters level 2 and up, all armor and weapons are assumed to be either masterwork quality or magical. See the table for standard magic bonuses.

Wizards will exchange armor for a *cloak of resistance* of the same bonus (improving saves instead of AC). Characters without a shield will use a *ring of protection* instead (deflection bonus to AC), or possibly *bracers of armor* (for wizards).

Instead of magic weapons, wizards will usually carry a magic wand and a scroll. For levels 1-4, roll for a "minor" item of each type (assume 1st level wand); levels 5-8 "medium" (2nd level wand), levels 9-12 "major" (3rd level wand). Attack spells are preferred. Roll for wand charges.

Also, for each piece of armor or weapon, make a roll on the magic variation table below:

MAGIC VARIATION TABLE

2d6	Variation
2	Cursed item *
3	-2 steps
4-5	-1 step
6-8	Normal
9-10	+1 step
11	+2 steps
12	Intelligent item **

* Roll for random curse.

** Weapons only (+2 steps otherwise).

Finally, roll 2d6 for any item: a result of 10-12 indicates a minor special ability (or a random minor ring type). Any character can also have 1-3 magic potions (most likely some variety of *cure wounds*). At your option, rogues and wizards can be given a 5% chance per level for a random minor wondrous item.

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