

"Dungeons & Dragons" is the most popular of the new breed of "role-playing games" coming on the market. Although it is intended as a pencil and paper game, several versions exist for home computers. There is a fair amount of bookkeeping involved in the game, so if you have a computer you will probably want to make use of it. If you don't already have a computer, perhaps this is just the excuse you've been looking for to buy one. Before we show how a computer can be used, though, let's learn something about the way the game is played.

What Is Dungeons And Dragons?

The basic idea behind Dungeons and Dragons (D&D) is really quite simple. One person is called the Simple Master, or DM, and acts as the game moderator. He creates the dungeon by drawing a map of each level of the dungeon. Each map is keyed showing locations of monsters, traps, treasures and other special features. The DM then writes a complete description of the appearance and features of each room or encounter area in the dungeon. The word "dungeon" is used in a generic sense as the actual adventure may take place in any kind of environment — a haunted house, a wilderness, a city, or maybe even a real dungeon.

Each of the other players creates one or more characters which may be fighters, magic users, clerics, or thieves. They may be human, elf, dwarf, halfling, or half-orc. Dice are rolled to determine the characters' Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, Wealth and Hit Points (a measure of life force). The players then spend some of their wealth on equipment they wish to take on the adventure.

Finally, all is ready and the expedition enters the dungeon. The game then assumes a dialogue format, with the DM describing what the characters see or what happened to them, and the spokesman for the players telling the DM what the characters are doing. Perhaps an example will make this clearer. This expedition has already been exploring the dungeon for some time:

DM: "You are at an intersection of two corridors, one running north-south and the other east-west."

Player: "We look north."

DM: "The corridor extends as far as you can see (30 feet). There is a door in the West wall 20 feet down the corridor."

Glen Charnock, 864 Palomar Way, Oxnard, CA 93030.

Put a Dungeon In Your Computer

Glen Charnock



Player: "We approach the door and the thief listens at it."

DM: "The door is a stout oaken door and nothing is heard from beyond."

Player: "We try to open the door."

DM: "It's locked."

Player: "The thief tries to pick the lock."

DM: "It was a simple lock and he succeeds."

Player: "We open the door and the two fighters step in, ready for battle."

If you don't already have a computer, perhaps this is just the excuse you've been looking for to buy one.

DM: "You see a room, 30 by 40 feet in size. The door you just entered was in the middle of the 30 foot wall. This room appears to be some sort of burial vault. There are at least a dozen coffins resting on low pedestals spaced throughout the room. Four of the coffins' lids are rising. Skeletons are emerging from them, and a voice seems to come from nowhere booming, 'Who dares disturb the tomb of Kings?' The skeletons have picked up swords and are advancing on the party in a menacing manner."

In the above example, the characters were searching for the crown of the Wolf King which would enable its wearer to control wild wolves that were

threatening the characters' village. The goal of an expedition may vary. In this case the characters had to find a specific object. Sometimes the goal is merely to enter the dungeon, find a lot of treasure, and get out alive. Still other games may require that a certain act be performed in some set period of time. The rules are completely flexible and individual creativity is strongly encouraged.

The official rules are published by TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147. You will probably want to start by getting their "Basic Set" which contains a 48-page instruction manual (large pages!) and a prepared dungeon module complete with maps, descriptions, etc. Later, as your interest and funds dictate, you may want to get their other rule books, including the most recent books on "Advanced Dungeons & Dragons." Most game stores carry these and related items, so check your yellow pages under "games." Many game stores also have table space available for players to meet and play D&D or other games, so finding gaming partners shouldn't be a problem.

The above description and example give you the idea of how the game is played. If it sounds good to you so far, by all means get the instructions at your local game store. You will need them, as they contain lists of costs of equipment, tables of monsters and their characteristics, magic spells that your magicians and clerics may use, and details of combat procedures — who gets hit by whom and how much damage is done — and much more.

Using Your Computer

There are two ways in which a computer can be used. The computer can be programmed to act as a DM so that you play "against" the computer, or you can create one or more programs which will allow the computer to assist the DM or the players (or both) but where a human DM will still be required.

If you decide to let the computer be the DM your job is both simpler and harder. It is harder because the program will be longer and much more complex, but it can also be simpler because there are several such programs already for sale. Jade Computer Products sells "Super Dungeon" for the Apple and "Adventure" is available from national distributors (including *Creative Computing*) for the TRS-80, CP/M, Apple, or PET. If you don't want to buy the game you still have some help in writing one in the form of Scott Adams' detailed article in the August 1979 issue of *Creative Computing*.

A computer DM is an excellent way to introduce someone to this type of role playing game. In fact, my first experience was with a form of Adventure on a DEC 2020 system at the National Computer Conference. It can also be a fun way to pass some time even if you normally play with a live DM. Unfortunately, the computer DM is always limited no matter how complex the program. (This is more a practical than a theoretical limitation — an unlimited computer DM would require too much memory and would be too slow on a hobby computer). Since one of the most important parts of D&D is that it encourages individual creativity, I feel that a computer DM will always lack an essential element of the game. I enjoy playing against a computer, but if given a choice, I'll take a live DM every time. Let's take an example. You have written code in your computer DM to allow for players encountering a door. They may listen at it and test to see if it is locked. If unlocked they may open it, and if locked they may try to pick the lock or break it down by force. Your new player has gotten locked in the room. He doesn't want to make much noise lest he attract the enemy guards, and he was unsuccessful at picking the lock. Did you allow for him removing the hinges and sliding the door out of its frame? You didn't? Gee, that's too bad, you just stifled his creativity. This situation actually arose in a live game. (The hero got away safely — that time.) Murphy's law applies strongly to computer DM's. No matter how many alternatives you have allowed for, your players will always find one which you didn't and will usually find it the first time they enter your dungeon.

If you do decide to write your own computer DM, at least be sure it is nice and flexible like Scott Adams' so you can fix these little problems as you find them.

A Computer DM

Writing a computer DM program is similar in many ways to writing an interpreter. You, the player, give some command to the program, it is acted upon, and the result is returned to you. The key to success is to have a well designed data base consisting of information about the dungeon, its geography, and contents. See the Scott Adams article mentioned earlier for a good example.

The data base must contain all the information needed for any command that the player may give. Therefore, before you can set up a data base you must know what commands are to be allowed. From that you can determine what information must be kept in your data base. Let's look at some common commands and see what sort of things a computer DM may be able to handle.

Super Dungeon (mentioned earlier) begins with only the commands WALK, RUN, OPEN DOOR, CLOSE DOOR and HELP. Most of these are obvious. HELP prints the list of usable commands which may be augmented as the player gains experience or acquires new devices.

Some other commands you may want to allow in your DM are: MOVE, CLIMB, GO UP, GO DOWN, LOOK, EXAMINE, SEARCH, LISTEN, OPEN (jar, bottle, chest, door, or whatever), CLOSE (same list), PICK A LOCK, CAST A SPELL, FIGHT, HIT, THROW, EAT, DRINK, TASTE, SIP, TAKE, PICK UP, GRAB, STEAL, SAY, SPEAK, TOUCH, FEEL, POKE, TEST, SHOW, DISPLAY, MAP, READ, PUT ON (ring, cloak, etc.).

Again, most of these are obvious. LOOK gives a description of the room or hall you are in, while EXAMINE gives a detailed description of an object such as a book, table, etc. SEARCH will find hidden items in the area searched. LISTENing at closed doors is frequently a good idea before you barge in! (Just watch out for one problem — in one game a player listened at a door soon after entering the dungeon and heard heavy breathing sounds and a heartbeat, "Lub dub, lub dub, . . ." He didn't want to find out what that was! For the next half hour, every door he listened to hid a similar creature. Always the same heavy breathing and heartbeat. Finally, he couldn't stand the suspense and opened one of the doors. There was nothing there! Just an empty room. Eventually he realized that when listening he hadn't taken off his helmet and each time he had heard his own breathing and heartbeat!)

TASTE and SIP allow a player to sample an edible item without actually ingesting a full dose. This way you may find out if food is poisoned, or you may get a hint of the effects of some magic potion you have found without having the full effect hit you. POKE, TEST, or

There are at least a dozen coffins resting on low pedestals spaced throughout the room. Four of the coffins' lids are rising.

FEEL may be defined to allow cautious players to test something without actually touching it themselves. Poking something with the far end of a 10 foot pole before going closer has saved many lives. SHOW, DISPLAY and MAP may be used to inquire into the computer's data base. You may, for example, want to show what items are in a character's possession, or review the dungeon map if your program generates one for you. Many magic items are made in the form of jewelry or garments. PUT ON allows you to acquire their magic abilities (assuming you have such an item to put on). Likewise TAKE OFF allows the removal of the item.

If all of this sounds complicated, there is a good reason. It is. A computer DM can be as complicated as you care to make it. When built on a good data base and using modular coding techniques, the result can be a powerful program that is still easy to understand and modify.

When writing your computer DM, start with a small set of commands and add more as you find you need them. In this way you can debug as you go and your program will grow along with your experience.

The Computer As A Support Tool

Even if you don't want to write a computer DM program, there are a number of ways in which your computer can help you play or DM. The first program you will probably want as a player is a good character generator. See the accompanying listing. This program allows you to choose whether you want to create a fighter, magic user, cleric, or thief and whether he should be human, elfen, dwarven, halfling, or half-orc. If necessary, it should be a straightforward job to add new classes or races by following the pattern of the existing code. Once you have chosen a class and race, the program generates random numbers for the basic attributes (Strength, Intelligence, Wisdom, Dexterity, Con-

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Dungeon, cont'd...

stitution and Charisma). Next, these scores are modified according to the character's race. Dwarves, for example, are sturdier but less likeable than humans so their constitution is increased one but their charisma score is lowered one point. There are also minima and maxima for each attribute which varies according to the race and the scores are adjusted to comply with these restrictions. Likewise, there are limits based on the character's class so the scores are adjusted again to comply with these limits. The character's wealth and hit points are based on his class so these random numbers are generated next. (Hit Points, sometimes referred to as Hits To Kill, are a measure of how much damage a character can sustain before dying.)

At this point, the basic data about the character is printed. The character's attributes determine his abilities. For example, a player with a high charisma of 18 could hire up to 15 henchmen while a player with only a charisma of 3 could hire but 1 henchman. These details are printed next. Due to lack of memory on the computer I was using, I have included only the strength and intelligence modules but it should be obvious on examining them how to add modules for the other abilities. Simply insert the GOSUBs after line 1330 and the modules themselves starting at 4600. In a similar manner, data related to the character's race and class are printed next. Finally, the program loops to allow you to generate more characters.

Once you have your character generator program running, you may want to write a combat program. The computer, having been fed data about the combatants (names, hit points, armor, weapons, etc.) can conduct the battle and print a detailed description of who was hit by whom, where, how much damage, etc. A good human DM can do this also, but usually the attempt bogs down in looking up tables to see whether a hit was in the hand, foot, body, etc. and how much damage the limb in question was able to survive. The computer is much faster and can maintain all these tables in its memory and so produce lively combat.

You may want the computer to help with your bookkeeping tasks. It can keep track of the time spent and advise when rest or food is needed. It can tell when a torch is burnt out or how much oil you have left, who is carrying which treasure, etc. Many times this bookwork is left undone because it slows down the game. Since the computer can do it easily and quickly, detailed accounting becomes

feasible and adds a new dimension reality to the game.

A more ambitious project might allow the computer to map the dungeon as the players explore. Players would enter the dimensions given by the DM relating to what they see, and the computer would use a graphic display to provide the map. One thing that will cause a problem with players or computers creating maps is a teleportation device. Your character steps through an ordinary looking door and vanishes. He has been teleported to some other area of the dungeon. He may or may not realize that he has been moved. Eventually the map will begin showing inconsistencies and the player may suspect something funny has happened but even so, may not know just

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where or what it was. Your program must somehow allow for these situations to be resolved and any incorrect segments of the map to be corrected. You may even want to implement a "save" command that you may give to instruct the program to save the current state of the map on disk so that it can be retrieved later to aid in correcting such situations. More than one map should be "saveable" so that there can be several generations of backup maps. If you do get lost, the DM should not help you find yourself again. You must retrace your steps as best as you are able in order to find out where you went wrong. This is just what you would have to do if you were there in person.

No matter what sort of program you want to use to assist you, always consider whether you might someday want to include that routine in your computer DM program, then plan ahead to minimize conversion efforts you do decide to use it later. If you aren't sure how to do this, look for articles or books on "Modular" design and on "structured programming." These techniques will help in any programming you do, whether it's today's game or tomorrow's payoff. Good luck and happy dungeoning.

It would be a swell world if everybody was as pleasant as the fellow who's trying to skin you.

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LIST
10 REM *** DOCUMENTATION SECTION ***
20 REM
30 REM THIS PROGRAM GENERATES CHARACTERS FOR TSR'S
   DUNGEONS AND DRAGONS
40 REM WRITTEN BY GLEN CHARNOCK 9-2-79 IN NURTH STAR BASIC
50 REM
60 REM A(X) CONTAINS - 1 STRENGTH, 2 INTELLIGENCE, 3 WISDOM
   4 DEXTERITY, 5 CONSTITUTION, 6 CHARISMA
70 REM
80 REM H5 = HIT POINTS OR "HITS TO KILL"
90 REM H4 = HIT DICE TYPE (4, 6, 8, OR 10 SIDED)
100 REM S2 = SUPER STRENGTH IF AND ONLY IF A(1)=18 AND C=1
110 REM L = CHARACTERS LEVEL (ALWAYS 1 IN THIS PROGRAM)
120 REM R = CHARACTERS RACE - 1 HUMAN, 2 ELF, 3 DWARF,
   4 HALFLING,
   5 HALF-ORC
130 REM
140 REM C = CHARACTERS CLASS - 1 FIGHTER, 2 MAGIC USR,
   3 CLERIC, 4 THIEF
150 REM N = NUMBER OF DICE TO ROLL
160 REM D = TYPE OF DICE (NUMBER OF SPOTS PER DIE)
170 REM T = TOTAL FOR ROLLING N D-SIDED DICE
180 REM G6 = GOLD PIECES (CHARACTER'S WEALTH)
210 REM I,J,K - LOOP INDICES
220 REM A$ - NAME OF CHARACTER'S RACE
230 REM B$ - NAME OF CHARACTER'S CLASS
299 REM
300 REM *** INITIALIZATION SECTION ***
310 REM
320 DIM A(6)
330 T = RND(-1) \ REM INITIALIZE RANDOM NUMBER GENERATOR
340 L = 1
350 DIM B$(28)
360 DIM C$(16)
370 DIM D$(22)
380 DIM E$(19)
390 DIM F$(16)
395 DIM G$(24)
399 REM
400 REM *** INSTRUCTIONS SECTION ***
410 REM
420 PRINT\PRINT\PRINT
430 PRINT "THIS PROGRAM GENERATES CHARACTERS FOR TSR'S
   GAME OF"
440 PRINT "DUNGEONS AND DRAGONS, YOU MAY GENERATE CHARACTERS OF ANY"
450 PRINT "VALID COMBINATION OF CLASS AND RACE FROM THE FOLLOWING TABLE"
460 PRINT "CLASS 1 FIGHTER RACE 1 HUMAN"
470 PRINT "CLASS 2 BASIC USER RACE 2 ELF"
480 PRINT "CLASS 3 CLERIC RACE 3 DWARF"
490 PRINT "CLASS 4 THIEF RACE 4 HALFLING"
500 PRINT " RACE 5 HALF-ORC"
510 PRINT
520 PRINT "ENTERING A 0,0 TERMINATES THE PROGRAM"
530 PRINT "ENTERING -1,-1 CAUSES THE INSTRUCTIONS TO REPEAT"
540 PRINT
550 PRINT "WHEN REQUESTED, ENTER THE CLASS NUMBER, A COMMA, AND THE"
560 PRINT "RACE NUMBER THAT YOU DESIRE"
570 PRINT "GOOD LUCK ON YOUR ROLLS"
580 PRINT\PRINT\PRINT
599 REM
600 REM *** INPUT SECTION ***
610 REM
620 INPUT "ENTER CLASS, RACE NUMBERS ",C,R
630 IF C=0 AND R=0 THEN STOP
640 IF C=-1 AND R=-1 THEN GOTO 420
650 IF C(1) OR C(2) OR R(1) OR R(2) THEN GOTO 420
660 IF C=2 AND (R=3 OR R=4 OR R=5) THEN GOTO 9820
670 IF C=3 AND (R=2 OR R=3 OR R=4) THEN GOTO 9820
680 REM ONLY CERTAIN RACES MAY BE CLERICS OR MAGIC USERS
699 REM *** GENERATE BASIC ATTRIBUTES ***
700 REM
710 REM
720 REM METHOD 3 - ROLL 3D6 6 TIMES FOR EACH CATEGORY AND USE THE
   HIGHEST OF EACH GROUP OF 6
730 REM
740 REM
750 N=3\VD=6
760 FOR I=1 TO 6
770 A(I) = 0
780 FOR J = 1 TO 6
790 GOSUB 9920
800 IF T>A(I) THEN A(I)=T
810 NEXT J
820 NEXT I
899 REM
900 REM *** EDIT AND ADJUST SCORES BY RACE ***
910 REM
920 ON R GOTO 2020,2120,2320,2520,2720
930 REM RETURN HERE FROM ABOVE GOTO'S
999 REM
1000 REM *** EDIT AND ADJUST SCORES BY CLASS, COMPUTE HP AND WEALTH ***
1010 REM
1020 ON C GOTO 2920,3220,3420,3620
1030 REM RETURN HERE FROM ABOVE GOTO'S
1099 REM
1100 REM *** PRINT CHARACTER ***
1110 REM
1120 PRINT\PRINT
1130 PRINT A$, " ",B$, " NAME = " SEX = "
1140 PRINT\PRINT "ALIGNMENT" = "\PRINT
1150 PRINT "STRENGTH",TAB(15),A(1),
1160 IF C=1 AND A(1)=18 THEN PRINT "/",82,TAB(26),ELSE
1170 PRINT "INTELLIGENCE",TAB(40),A(2) PRINT TAB(26),
1180 PRINT "WISDOM",TAB(15),A(3),TAB(26),"DEXTERITY",TAB(40),A(4)
1190 PRINT "CONSTITUTION",TAB(15),A(5),TAB(26),"CHARISMA",TAB(40),A(6)
1200 PRINT
1210 PRINT "HITS TO KILL",TAB(15),H6, " (" ,L, "D",H4, " )"
1220 PRINT
1230 PRINT "WEALTH = ", G6, " GP"
1240 PRINT
1299 REM
1300 REM *** PRINT ABILITIES BASED ON ATTRIBUTES A(1) THRU A(6) ***
1310 REM
1320 GOSUB 9820 \ REM STRENGTH
1330 GOSUB 4320 \ REM INTELLIGENCE
1399 REM
1400 REM *** PRINT ABILITIES BASED ON CHARACTER'S RACE ***
1410 REM
1415 PRINT
1420 IF R=1 THEN GOSUB 8920 \ REM PRINT HUMAN DATA
1430 IF R=2 THEN GOSUB 8420 \ REM PRINT ELVEN DATA
1440 IF R=3 THEN GOSUB 8620 \ REM PRINT DWARF DATA
1450 IF R=4 THEN GOSUB 10020 \ REM PRINT HALFLING DATA
1460 IF R=5 THEN GOSUB 10220 \ REM PRINT HALF-ORC DATA
1499 REM
1500 REM *** PRINT ABILITIES BASED ON CHARACTER'S CLASS ***
1510 REM
1520 PRINT
1530 IF C=1 THEN GOSUB 8920 \ REM PRINT FIGHTER DATA
1540 IF C=2 THEN GOSUB 9020 \ REM PRINT MAGIC USER DATA
1550 IF C=3 THEN GOSUB 9120 \ REM PRINT CLERIC DATA
1560 IF C=4 THEN GOSUB 9220 \ REM PRINT THIEF DATA
1590 PRINT
1700 REM *** LOOP FOR NEXT CHARACTER ***

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1710 REM
1720 GOTO 620
2000 REM *** EDIT HUMAN SCORES ***
2010 REM
2020 A\$ = "HUMAN"
2030 GOTO 930
2040 REM HUMANS HAVE NO LIMITS AND NO ADJUSTMENTS
2097 REM
2100 REM *** EDIT AND ADJUST ELVEN SCORES ***
2110 REM
2120 A\$ = "ELVEN"
2130 A(4) = A(4)+1
2140 A(5) = A(5)-1
2150 IF A(1)<3 THEN A(1)=3 \ IF A(1)>18 THEN A(1)=18
2160 IF A(2)<8 THEN A(2)=8 \ IF A(2)>18 THEN A(2)=18
2170 IF A(3)<3 THEN A(3)=3 \ IF A(3)>18 THEN A(3)=18
2180 IF A(4)<7 THEN A(4)=7 \ IF A(4)>19 THEN A(4)=19
2190 IF A(5)<6 THEN A(5)=6 \ IF A(5)>18 THEN A(5)=18
2200 IF A(6)<8 THEN A(6)=8 \ IF A(6)>18 THEN A(6)=18
2210 GOTO 930
2299 REM
2300 REM *** EDIT AND ADJUST DWARVEN CHARACTERISTICS ***
2310 REM
2320 A\$ = "DWARVEN"
2330 A(5) = A(5)+1 \ REM CONSTITUTION+1
2340 A(6) = A(6)-1 \ REM CHARISMA -1
2350 IF A(1)<8 THEN A(1)=8 \ IF A(1)>18 THEN A(1)=18
2360 IF A(2)<3 THEN A(2)=3 \ IF A(2)>18 THEN A(2)=18
2370 IF A(3)<3 THEN A(3)=3 \ IF A(3)>18 THEN A(3)=18
2380 IF A(4)<3 THEN A(4)=3 \ IF A(4)>17 THEN A(4)=17
2390 IF A(5)<12 THEN A(5)=12 \ IF A(5)>19 THEN A(5)=19
2400 IF A(6)<3 THEN A(6)=3 \ IF A(6)>16 THEN A(6)=16
2410 GOTO 930
2499 REM
2500 REM *** EDIT AND ADJUST HALFLING CHARACTERISTICS ***
2510 REM
2520 A\$ = "HALFLING"
2530 A(1) = A(1)-1
2540 A(4) = A(4)+1
2550 IF A(1)<6 THEN A(1)=6 \ IF A(1)>17 THEN A(1)=17
2560 IF A(2)<6 THEN A(2)=6 \ IF A(2)>18 THEN A(2)=18
2570 IF A(3)<3 THEN A(3)=3 \ IF A(3)>17 THEN A(3)=17
2580 IF A(4)<8 THEN A(4)=8 \ IF A(4)>18 THEN A(4)=18
2590 IF A(5)<10 THEN A(5)=10 \ IF A(5)>19 THEN A(5)=19
2600 IF A(6)<3 THEN A(6)=3 \ IF A(6)>18 THEN A(6)=18
2610 GOTO 930
2699 REM
2700 REM *** EDIT AND ADJUST HALF-ORC CHARACTERISTICS ***
2710 REM
2720 A\$ = "HALF-ORC"
2730 A(1) = A(1)+1 \ REM STRENGTH+1
2740 A(5) = A(5)+1 \ REM CONSTITUTION+1
2750 A(6) = A(6)-2 \ REM CHARISMA-2
2760 IF A(1)<6 THEN A(1)=6 \ IF A(1)>18 THEN A(1)=18
2770 IF A(2)<3 THEN A(2)=3 \ IF A(2)>17 THEN A(2)=17
2780 IF A(3)<3 THEN A(3)=3 \ IF A(3)>14 THEN A(3)=14
2790 IF A(4)<3 THEN A(4)=3 \ IF A(4)>14 THEN A(4)=14
2800 IF A(5)<13 THEN A(5)=13 \ IF A(5)>19 THEN A(5)=19
2810 IF A(6)<3 THEN A(6)=3 \ IF A(6)>12 THEN A(6)=12
2820 GOTO 930
2899 REM
2900 REM *** EDIT AND ADJUST FIGHTERS' CHARACTERISTICS ***
2910 REM
2920 B\$ = "VETERAN (FIGHTER)"
2930 IF A(1)<9 THEN A(1)=9
2940 IF A(3)<6 THEN A(3)=6

2950 IF A(4)<6 THEN A(4)=6
2960 IF A(5)<7 THEN A(5)=7
2970 IF A(6)<6 THEN A(6)=6
2980 IF A(1)>18 THEN A(1)=18
2990 N=1 \ D=100
3000 GOSUB 9900 \ REM ROLL DICE
3010 S2 = T
3030 IF A(1)<18 THEN S2=0
3040 N=1 \ D=10 \ H4=10
3050 GOSUB 9900 \ REM ROLL DICE
3060 H6 = T
3070 N=5 \ D=4
3080 GOSUB 9900 \ REM ROLL DICE
3090 G6 = T *10
3100 GOSUB 8800 \ REM APPLY CONSTITUTION ADJUSTMENT TO HIT POINTS
3110 GOTO 1030
3199 REM
3200 REM *** EDIT AND ADJUST MAGICIANS CHARACTERISTICS ***
3210 REM
3220 B\$ = "PRESTIDIGITATOR (MAGICIAN)"
3230 N=1 \ D=4 \ H4=4
3240 GOSUB 9900 \ REM ROLL DICE
3250 H6 = T
3260 N=2 \ D=4
3270 GOSUB 9900
3280 G6 = T *10
3290 S2 = 0
3300 GOSUB 8800 \ REM ADJUST HIT POINTS BASED ON CONSTITUTION
3310 IF A(1)>18 THEN A(1)=18
3320 IF A(2)>9 THEN A(2)=9
3330 IF A(3)<6 THEN A(3)=6
3340 IF A(4)<6 THEN A(4)=6
3350 IF A(5)<6 THEN A(5)=6
3360 IF A(6)<6 THEN A(6)=6
3370 GOTO 1030
3399 REM
3400 REM *** EDIT AND ADJUST CLERICS CHARACTERISTICS ***
3410 REM
3420 B\$ = "ACOLYTE (CLERIC)"
3430 N=1 \ D=8 \ H4=8
3440 GOSUB 9900 \ REM ROLL DICE
3450 H6 = T
3460 GOSUB 8800 \ REM ADJUST H6 BASED ON CONSTITUTION
3470 N=3 \ D=6
3480 GOSUB 9900
3490 G6 = T *10
3500 S2 = 0
3510 IF A(1)<6 THEN A(1)=6 \ IF A(1)>18 THEN A(1)=18
3520 IF A(2)<6 THEN A(2)=6
3530 IF A(3)>9 THEN A(3)=9
3540 IF A(5)<6 THEN A(5)=6
3550 IF A(6)<6 THEN A(6)=6
3560 GOTO 1030
3599 REM
3600 REM *** EDIT AND ADJUST THIEVES CHARACTERISTICS ***
3610 REM
3620 B\$ = "ROGUE (THIEF)"
3630 N=1 \ D=6 \ H4=6
3640 GOSUB 9900 \ REM ROLL DICE
3650 H6 = T
3660 GOSUB 8800 \ REM ADJUST HIT POINTS BASED ON CONSTITUTION
3670 N=2 \ D=6
3680 GOSUB 9900
3690 G6 = T *10
3700 S2 = 0
3710 IF A(1)<6 THEN A(1)=6 \ IF A(1)>18 THEN A(1)=18
3720 IF A(2)<6 THEN A(2)=6

1 Ste
2 Int
3 Wis
4 Dex
5 Con
6 Cha

3720 IF A(2)<6 THEN A(2)=6

3730 IF A(4)>9 THEN A(4)=9
3740 IF A(5)>6 THEN A(5)=6
3750 IF A(6)>6 THEN A(6)=6
3760 GOTO 1030
3797 REM
3800 REM *** PRINT STRENGTH ABILITIES ***
3810 REM
3820 C\$="HIT PROBABILITY"
3830 D\$="DAMAGE ADJUSTMENT"
3840 I\$="WEIGHT ALLOWANCE"
3850 F\$="OPEN DOORS ON"
3860 G\$="BEND BARS/LIFT GRATES"
3870 A1 = A(1)
3880 IF A14 THEN PRINT C\$,"3",D\$,"-1",E\$,"-250"
3890 IF A14 THEN PRINT F\$,"1/5",G\$,"OX"
3900 IF A1=4 OR A1=5 THEN PRINT C\$,"2",D\$,"-1",E\$,"-250"
3910 IF A1=4 OR A1=5 THEN PRINT F\$,"1/5",G\$,"OX"
3920 IF A1=6 OR A1=7 THEN PRINT C\$,"-1",D\$,"NONE",E\$,"-150"
3930 IF A1=6 OR A1=7 THEN PRINT F\$,"1/5",G\$,"OX"
3940 IF A1=8 OR A1=9 THEN PRINT C\$,"NORMAL",D\$,"NONE",E\$,"NORMAL"
3950 IF A1=8 OR A1=9 THEN PRINT F\$,"1-2/5",G\$,"1X"
3960 IF A1=10 OR A1=11 THEN PRINT C\$,"NORMAL",D\$,"NONE",E\$,"NORMAL"
3970 IF A1=10 OR A1=11 THEN PRINT F\$,"1-2/5",G\$,"2X"
3980 IF A1=12 OR A1=13 THEN PRINT C\$,"NORMAL",D\$,"NONE",E\$,"+100"
3990 IF A1=12 OR A1=13 THEN PRINT F\$,"1-2/5",G\$,"4X"
4000 IF A1=14 OR A1=15 THEN PRINT C\$,"NORMAL",D\$,"NONE",E\$,"+200"
4010 IF A1=14 OR A1=15 THEN PRINT F\$,"1-2/5",G\$,"7X"
4020 IF A1=16 THEN PRINT C\$,"NORMAL",D\$,"+1",E\$,"+350"
4030 IF A1=16 THEN PRINT F\$,"1-3/5",G\$,"10X"
4040 IF A1=17 THEN PRINT C\$,"+1",D\$,"+1",E\$,"+500"
4050 IF A1=17 THEN PRINT F\$,"1-3/5",G\$,"13X"
4060 IF A1(18) THEN RETURN
4070 REM FOR STRENGTH 18 WE MUST CHECK SUPER STRENGTH (S2)
4080 IF S2=0 THEN PRINT C\$,"+1",D\$,"+2",E\$,"+750"
4090 IF S2=0 THEN PRINT F\$,"1-3/5",G\$,"15X"
4100 IF S2=0 AND S2(51) THEN PRINT C\$,"+1",D\$,"+3",E\$,"+1000"
4110 IF S2=0 AND S2(51) THEN PRINT F\$,"1-3/5",G\$,"20X"
4120 IF S2=50 AND S2(76) THEN PRINT C\$,"+2",D\$,"+3",E\$,"+1250"
4130 IF S2=50 AND S2(76) THEN PRINT F\$,"1-4/5",G\$,"25X"
4140 IF S2=75 AND S2(91) THEN PRINT C\$,"+2",D\$,"+4",E\$,"+1500"
4150 IF S2=75 AND S2(91) THEN PRINT F\$,"1-4/5",G\$,"30X"
4160 IF S2=90 AND S2(100) THEN PRINT C\$,"+2",D\$,"+5",E\$,"+2000"
4170 IF S2=90 AND S2(100) THEN PRINT F\$,"1-4/5 (1/6 LOCKED OR MAGIC)",G\$,"35X"
4180 IF S2=99 THEN PRINT C\$,"+3",D\$,"+6",E\$,"+3000"
4190 IF S2=99 THEN PRINT F\$,"1-5/6 (1-2/6 LOCKED OR MAGIC)",G\$,"40X"
4200 RETURN
4297 REM
4300 REM *** PRINT INTELLIGENCE ABILITIES ***
4310 REM
4320 I2=0
4330 IF A(2)>7 THEN I2=1
4340 IF A(2)>9 THEN I2=2
4350 IF A(2)>11 THEN I2=3
4360 IF A(2)>13 THEN I2=4
4370 IF A(2)>16 THEN I2=5
4380 IF A(2)>17 THEN I2=6
4390 IF A(2)>18 THEN I2=7
4400 PRINT
4410 PRINT "THE CHARACTER MAY LEARN ",I2," ADDITIONAL LANGUAGES"
4420 IF I2 THEN RETURN
4430 REM THE CHARACTER IS A MAGIC USER (C=2)
4440 C\$="CHARACTER HAS A"
4450 D\$="CHANGE TO NOW FROM"
4460 E\$="TO"
4470 F\$="SPELLS"
4480 IF A(2)=9 THEN PRINT C\$,"55",D\$,"10",E\$,"6",F\$

4490 IF A(2)>9 AND A(2)<13 THEN PRINT C\$,"45",D\$,"5",E\$,"7",F\$
4500 IF A(2)=13 OR A(2)=14 THEN PRINT C\$,"55",D\$,"6",E\$,"9",F\$
4510 IF A(2)=15 OR A(2)=16 THEN PRINT C\$,"65",D\$,"7",E\$,"11",F\$
4520 IF A(2)=17 THEN PRINT C\$,"75",D\$,"8",E\$,"14",F\$
4530 IF A(2)=18 THEN PRINT C\$,"85",D\$,"9",E\$,"18",F\$
4540 IF A(2)>18 THEN PRINT C\$,"95",D\$,"10",E\$,"THRU ALL SPELLS"
4550 RETURN
4597 REM
8300 REM *** PRINT HUMAN DATA ***
8310 REM
8320 PRINT "HUMANS ARE CONSIDERED 'NORMAL' IN THIS WORLD AND HAVE"
8330 PRINT "NO SPECIAL ABILITIES"
8340 RETURN
8397 REM
8400 REM *** PRINT ELVEN DATA ***
8410 REM
8420 PRINT "ELVES HAVE A 90% RESISTANCE TO SLEEP AND CHARM SPELLS"
8430 PRINT "ELVES HAVE +1 TO HIT WHEN USING SWORDS OR ANY BOWS EXCEPT"
8440 PRINT "CROSSBOWS. THEY MAY SPEAK ELVISH, GNOME, HALFLING, GOBLIN,"
8450 PRINT "HOBGOBLIN, ORCISH, GNOLL, THEIR ALIGNMENT TONGUE, AND THE COMMON"
8460 PRINT "TONGUE. THEY HAVE INFRAVISION AND CAN SEE 60' IN THE DARK"
8470 PRINT "ELVES HAVE A 1/6 CHANCE OF DETECTING SECRET DOORS JUST BY BEING"
8480 PRINT "WITHIN 10' OF THEM. WHEN ACTIVELY LOOKING, THEY HAVE A 1/3"
8490 PRINT "CHANCE OF FINDING ONE AND 50% CHANCE OF FINDING A HIDDEN DOOR"
8500 PRINT "UNARMED ELVES HAVE A 2/3 CHANCE OF SURVIVING MONSTERS IF NO"
8510 PRINT "DOOR NEED BE OPENED AND 1/3 IF THERE IS A DOOR"
8520 RETURN
8597 REM
8600 REM *** PRINT DWARF RACIAL DATA ***
8610 REM
8620 PRINT "DWARVES ARE NON-MAGICAL AND NEVER USE SPELLS. BECAUSE OF THEIR"
8630 PRINT "EXCEPTIONAL CONSTITUTIONS, DWARVES SAVE AGAINST POISON AS THEY"
8640 PRINT "DO FOR WANDS, STAVES, RODS, OR SPELLS."
8650 PRINT "ALL DWARVES SPEAK DWARVEN, GNOME, GOBLIN, KOBOLD, ORCISH, THEIR"
8660 PRINT "ALIGNMENT TONGUE, AND THE COMMON LANGUAGE. HOWEVER, THEY ARE"
8670 PRINT "UNABLE TO LEARN MORE THAN 2 ADDITIONAL LANGUAGES."
8680 PRINT "DWARVES HAVE INFRAVISION AND CAN SEE 60' IN THE DARK."
8690 PRINT "DWARVES ARE MINERS AND, WHEN WITHIN 10', CAN DETECT A SLOPING"
8700 PRINT "PASSAGE (75%), NEW CONSTRUCTION (75%), SLIDING OR SHIFTING WALLS"
8710 PRINT "(66 2/3%), PIT TRAPS, FALLING BLOCK TRAPS, AND OTHER STONE WORK"
8720 PRINT "(50%), AND THEY MAY DETERMINE THEIR DEPTH UNDERGROUND 50% OF THE"
8730 PRINT "TIME REGARDLESS OF THEIR LOCATION"
8740 PRINT "THEY HAVE +1 TO HIT AGAINST HALF-ORCS, GOBLINS, HOBGOBLINS OR"
8750 PRINT "ORCS. WHEN DWARVES ARE ATTACKED BY OGRES, TROLLS, GIANTS, OR"
8760 PRINT "OTHER LARGE MONSTERS, SUBTRACT 4 FROM THE OPPONENT'S HIT ROLLS."
8770 PRINT "BECAUSE OF THE DWARVES SMALL SIZE"
8780 RETURN
8797 REM
8800 REM *** ADJUST HIT POINTS (H6) BASED ON CONSTITUTION A(5) ***
8810 REM
8820 IF A(5)<4 THEN H6=H6-2
8830 IF A(5)=4 OR A(5)=5 OR A(5)=6 THEN H6 = H6-1
8840 IF A(5)=15 THEN H6 = H6+1
8850 IF A(5)>15 THEN H6 = H6+2
8860 IF C=1 AND A(5)>16 THEN H6 = H6+A(5)-16
8870 IF H6<1 THEN H6=1
8880 RETURN
8897 REM
8900 REM *** PRINT FIGHTER CLASS DATA ***
8910 REM
8920 PRINT "FIGHTERS CAN USE ANY MAGIC WEAPONS OR ARMOR, POTIONS,"
8930 PRINT "'PROTECTION' SCROLLS, MANY RINGS, AND MANY OTHER MAGIC ITEMS"
8940 RETURN
8997 REM
9000 REM *** PRINT MAGIC USER CLASS DATA ***
9010 REM

DUNGEONS AND DRAGONS. YOU MAY GENERATE CHARACTERS OF ANY
 VALID COMBINATION OF CLASS AND RACE FROM THE FOLLOWING TABLE
 CLASS 1 FIGHTER RACE 1 HUMAN
 CLASS 2 MAGIC USER RACE 2 ELF
 CLASS 3 CLERIC RACE 3 DWARF
 CLASS 4 THIEF RACE 4 HALFLING
 RACE 5 HALF-ORC
 ENTERING A 0,0 TERMINATES THE PROGRAM
 ENTERING -1,-1 CAUSES THE INSTRUCTIONS TO REPEAT

WHEN REQUESTED, ENTER THE CLASS NUMBER, A COMMA, AND THE
 RACE NUMBER THAT YOU DESIRE
 GOOD LUCK ON YOUR ROLLS
 ENTER CLASS, RACE NUMBERS 1,1
 HUMAN VETERAN (FIGHTER) NAME = SEX =

ALIGNMENT =
 STRENGTH 14 INTELLIGENCE 16
 WISDOM 14 DEXTERITY 14
 CONSTITUTION 17 CHARISMA 14
 HITS TO KILL 11 (1D 10)
 WEALTH = 150 GP
 HIT PROBABILITY NORMAL DAMAGE ADJUSTMENT NONE WEIGHT ALLOWANCE +200
 OPEN DOORS ON 1-2/3 BEND BARS/LIFT GRATES 7%
 THE CHARACTER MAY LEARN 5 ADDITIONAL LANGUAGES

HUMANS ARE CONSIDERED 'NORMAL' IN THIS WORLD AND HAVE
 NO SPECIAL ABILITIES

FIGHTERS CAN USE ANY MAGIC WEAPONS OR ARMOR, POTIONS,
 'PROTECTION' SCROLLS, MANY RINGS, AND MANY OTHER MAGIC ITEMS

ELVEN PRESTIDIGITATOR (MAGICIAN) NAME = SEX =
 ALIGNMENT =
 STRENGTH 17 INTELLIGENCE 13
 WISDOM 15 DEXTERITY 11
 CONSTITUTION 14 CHARISMA 15
 HITS TO KILL 1 (1D 4)
 WEALTH = 40 GP
 HIT PROBABILITY +1 DAMAGE ADJUSTMENT +1 WEIGHT ALLOWANCE +500
 OPEN DOORS ON 1-3/4 BEND BARS/LIFT GRATES 13%
 THE CHARACTER MAY LEARN 3 ADDITIONAL LANGUAGES
 CHARACTER HAS A 55% CHANCE TO KNOW FROM 6 TO 9 SPELLS
 ELVES HAVE +1 TO HIT WHEN USING SWORDS OR ANY BOWS EXCEPT
 CROSSBOWS. THEY MAY SPEAK ELVISH, GNOME, HALFLING, GOBLIN,
 HOBGOBLIN, ORCISH, GROLL, THEIR ALIGNMENT TONGUE, AND THE COMMON
 TONGUE. THEY HAVE INFRAVISION AND CAN SEE 60' IN THE DARK
 ELVES HAVE A 1/6 CHANCE OF DETECTING SECRET DOORS JUST BY BEING
 WITHIN 10' OF THEM. WHEN ACTIVELY LOOKING, THEY HAVE A 1/3
 CHANCE OF FINDING ONE AND 50% CHANCE OF FINDING A HIDDEN DOOR
 UNARMED ELVES HAVE A 2/3 CHANCE OF SURPRISING MONSTERS IF NO
 DOOR NEED BE OPENED AND 1/3 IF THERE IS A DOOR
 MAGICIANS MAY WEAR NO ARMOR AND CAN USE FEW WEAPONS AS ALL OF
 THEIR TIME IS DEVOTED TO STUDY - NOT COMBAT TRAINING.
 THE FIRST SPELL ALL MAGIC USERS LEARN IS 'READ MAGIC' SO THAT
 THEY MAY STUDY SPELL BOOKS. ALL SPELLS MUST BE SPOKEN ALOUD
 TO BE INVOKED AND THE MAGICIAN MUST RETURN TO HIS SPELL BOOK
 FOR MORE STUDY BEFORE HE CAN RE-CAST ANY GIVEN SPELL.
 MAGIC USERS MAY USE ALL MAGICAL ITEMS INCLUDING WEAPONS.

9020 PRINT " MAGICIANS MAY WEAR NO ARMOR AND CAN USE FEW WEAPONS AS ALL OF "
 9030 PRINT " THEIR TIME IS DEVOTED TO STUDY - NOT COMBAT TRAINING. "
 9040 PRINT " THE FIRST SPELL ALL MAGIC USERS LEARN IS 'READ MAGIC' SO THAT "
 9050 PRINT " THEY MAY STUDY SPELL BOOKS. ALL SPELLS MUST BE SPOKEN ALOUD "
 9060 PRINT " TO BE INVOKED AND THE MAGICIAN MUST RETURN TO HIS SPELL BOOK "
 9070 PRINT " FOR MORE STUDY BEFORE HE CAN RE-CAST ANY GIVEN SPELL. "
 9080 PRINT " MAGIC USERS MAY USE ALL MAGICAL ITEMS INCLUDING WEAPONS. "
 9090 RETURN
 9099 REM
 9100 REM *** PRINT CLERIC CLASS DATA ***
 9110 REM
 9120 PRINT " THE CLERIC IS DEDICATED TO ONE OR MORE DIETIES AND HAS SOME "
 9130 PRINT " SKILL AT ARMS HOWEVER THEY MAY NOT USE EDGED OR POINTED WEAPONS "
 9140 PRINT " CLERICS MAY TURN AWAY THE UNDEAD INCLUDING GHOSTS, GHOSTS, "
 9150 PRINT " SPOULS, LICHES, MUMMIES, SHADOWS, SKELETONS, SPECTRES, WIGHTS, "
 9160 PRINT " WRAITHS, VAMPIRES, AND ZOMBIES. "
 9170 PRINT " CLERICS MAY USE MOST POTIONS AND RINGS, ALL CLERICAL SCROLLS, "
 9180 PRINT " AND MANY OTHER MAGIC ITEMS INCLUDING MAGIC ARMOR AND WEAPONS. "
 9190 PRINT " EXCEPT, OF COURSE, EDGED OR POINTED WEAPONS. "
 9195 RETURN
 9199 REM
 9200 REM *** PRINT THIEF CLASS DATA ***
 9210 REM
 9220 PRINT " MOST THIEVES TEND TOWARDS EVIL ALTHOUGH THEY MAY BE NEUTRAL. "
 9230 PRINT " OR VERY RARELY, GOOD. THEY MAY BE LAWFUL OR CHAOTIC. "
 9240 PRINT " THIEVES MAINLY USE CUNNING OR STEALTH IN THEIR PURSUITS BUT "
 9250 PRINT " THEY MAY WEAR LEATHER ARMOR AND CAN USE MANY WEAPONS THOUGH "
 9260 PRINT " THEY ARE MORE LIKELY TO STAB SOMEONE IN THE BACK THAN TO ENGAGE "
 9270 PRINT " IN OPEN COMBAT. "
 9280 RETURN
 9299 REM *** ERROR MESSAGES ON INPUT ***
 9300 REM
 9310 REM
 9320 PRINT " MAGIC USERS MUST BE HUMAN OR ELVEN. "
 9330 PRINT " CLERICS MUST BE HUMAN OR HALF-ORCS. "
 9340 PRINT " PLEASE TRY AGAIN. "
 9350 GOTO 620
 9359 REM
 9360 REM *** ROLL N D-SIDED DICE AND RETURN TOTAL IN T
 9370 REM
 9380 T = 0
 9390 FOR K=1 TO N
 9400 T = T+INT(RND(0)*D)+1
 9410 NEXT K
 9420 RETURN
 9430 REM *** PRINT HALFLING RACIAL CHARACTERISTICS ***
 10000 REM
 10010 REM
 10020 PRINT " HALFLINGS CAN SPEAK DWARVEN, ELVEN, GNOME, GOBLIN, HALFLING, "
 10030 PRINT " ORCISH, THEIR ALIGNMENT TONGUE, AND THE COMMON TONGUE. "
 10040 PRINT " HALFLINGS WITH MIXED BLOOD HAVE INFRAVISION WHICH CAN SEE UP "
 10050 PRINT " TO 30' IN THE DARK, WHILE HALFLINGS WITH PURE STOUTTISH BLOOD "
 10060 PRINT " HAVE A 60' INFRAVISION RANGE. "
 10070 PRINT " THEY HAVE A 75% CHANCE OF DETECTING A SLOPING PASSAGE, AND "
 10080 PRINT " CAN TELL IF IT IS UP OR DOWN 50% OF THE TIME. "
 10090 RETURN
 10100 REM
 10110 REM *** PRINT HALF-ORC DATA ***
 10200 REM
 10210 REM
 10220 PRINT " HALF ORCS SPEAK ORCISH, THEIR ALIGNMENT TONGUE, THE COMMON "
 10230 PRINT " TONGUE, AND MAY LEARN A MAXIMUM OF 2 OTHER LANGUAGES. "
 10240 PRINT " THEY HAVE INFRAVISION AND CAN SEE 60' IN THE DARK. "
 10250 RETURN
 10267 REM
 10270 REM
 10280 PRINT " READY

HALF-ORC ACOLYTE (CLERIC) NAME = SEX =
 ALIGNMENT = 17 INTELLIGENCE 15
 STRENGTH 14 DEXTERITY 11
 WISDOM 16 CHARISMA 12
 CONSTITUTION 9 (10 B)
 HITS TO KILL 130 GP
 WEALTH = 130 GP

HIT PROBABILITY +1 DAMAGE ADJUSTMENT +1 WEIGHT ALLOWANCE +500
 OPEN DOORS ON 1-3/6 BEND BARS/LIFT GRATES 13%
 THE CHARACTER MAY LEARN 4 ADDITIONAL LANGUAGES
 HALF ORCS SPEAK ORCISH, THEIR ALIGNMENT TONGUE, THE COMMON
 TONGUE, AND MAY LEARN A MAXIMUM OF 2 OTHER LANGUAGES.
 THEY HAVE INFRAVISION AND CAN SEE 60' IN THE DARK.

THE CLERIC IS DEDICATED TO ONE OR MORE DIETIES AND HAS SOME
 SKILL AT ARMS HOWEVER THEY MAY NOT USE EDGED OR POINTED WEAPONS
 CLERICS MAY TURN AWAY THE UNDEAD INCLUDING GHOSTS, GHOSTS,
 GHOULS, LICHES, MUMMIES, SHADOWS, SKELETONS, SPECTRES, WIGHTS,
 WRAITHS, VAMPIRES, AND ZOMBIES.
 CLERICS MAY USE MOST POTIONS AND RINGS, ALL CLERICAL SCROLLS,
 AND MANY OTHER MAGIC ITEMS INCLUDING MAGIC ARMOR AND WEAPONS
 EXCEPT, OF COURSE, EDGED OR POINTED WEAPONS.
 4,4

HALFLING ROGUE (THIEF) NAME = SEX =
 ALIGNMENT = 14 INTELLIGENCE 13
 STRENGTH 16 DEXTERITY 15
 WISDOM 12 CHARISMA 17
 CONSTITUTION 4 (10 G)
 HITS TO KILL

WEALTH = 80 GP
 HIT PROBABILITY NORMAL DAMAGE ADJUSTMENT NONE WEIGHT ALLOWANCE +200
 OPEN DOORS ON 1-2/6 BEND BARS/LIFT GRATES 7%

THE CHARACTER MAY LEARN 3 ADDITIONAL LANGUAGES
 HALFLINGS CAN SPEAK DWARVEN, ELVEN, GNOME, GOBLIN, HALFLING,
 ORCISH, THEIR ALIGNMENT TONGUE, AND THE COMMON TONGUE.
 HALFLINGS WITH MIXED BLOOD HAVE INFRAVISION WHICH CAN SEE UP
 TO 30' IN THE DARK, WHILE HALFLINGS WITH PURE STOUTISH BLOOD
 HAVE A 60' INFRAVISION RANGE.

THEY HAVE A 75% CHANCE OF DETECTING A SLOPING PASSAGE, AND
 CAN TELL IF IT IS UP OR DOWN 50% OF THE TIME,
 MOST THIEVES TEND TOWARDS EVIL ALTHOUGH THEY MAY BE NEUTRAL
 OR VERY RARELY, GOOD, THEY MAY BE LAWFUL OR CHAOTIC.
 THIEVES MAINLY USE CUNNING OR STEALTH IN THEIR PURSUITS BUT
 THEY MAY WEAR LEATHER ARMOR AND CAN USE MANY WEAPONS THOUGH
 THEY ARE MORE LIKELY TO STAB SOMEONE IN THE BACK THAN TO ENGAGE
 IN OPEN COMBAT
 ENTER CLASS, RACE NUMBERS 1,3
 DWARVEN VETERAN (FIGHTER) NAME = SEX =

ALIGNMENT = 16 INTELLIGENCE 12
 STRENGTH 18 DEXTERITY 16
 WISDOM 14 CHARISMA 13
 CONSTITUTION 6 (10 I)
 HITS TO KILL 90 GP
 WEALTH = 90 GP

HIT PROBABILITY NORMAL DAMAGE ADJUSTMENT +1 WEIGHT ALLOWANCE +350
 OPEN DOORS ON 1-3/6 BEND BARS/LIFT GRATES 10%
 THE CHARACTER MAY LEARN 3 ADDITIONAL LANGUAGES
 DWARVES ARE NON-MAGICAL AND NEVER USE SPELLS, BECAUSE OF THEIR
 EXCEPTIONAL CONSTITUTIONS, DWARVES SAVE AGAINST POISON AS THEY
 DO FOR WANTS, STAVES, RODS, OR SPELLS.
 ALL DWARVES SPEAK DWARVEN, GNOME, GOBLIN, KOBOLD, ORCISH, THEIR
 ALIGNMENT TONGUE, AND THE COMMON LANGUAGE. HOWEVER, THEY ARE
 UNABLE TO LEARN MORE THAN 2 ADDITIONAL LANGUAGES.
 DWARVES HAVE INFRAVISION AND CAN SEE 60' IN THE DARK.
 DWARVES ARE WISE AND, WHEN WITHIN 10', CAN DETECT A SLOPING

PASSAGE (75%), NEW CONSTRUCTION (75%), SLIDING OR SHIFTING WALLS
 (66 2/3%), PIT TRAPS, FALLING BLOCK TRAPS, AND OTHER STONE WORK
 (50%), AND THEY MAY DETERMINE THEIR DEPTH UNDERGROUND 50% OF THE
 TIME REGARDLESS OF THEIR LOCATION

THEY HAVE +1 TO HIT AGAINST HALF-ORCS, GOBLINS, HOBGOBLINS OR
 ORCS, WHEN DWARVES ARE ATTACKED BY ORCS, TROLLS, GIANTS, OR
 OTHER LARGE MONSTERS, SUBTRACT 4 FROM THE OPPONENTS HIT ROLLS
 BECAUSE OF THE DWARVES SMALL SIZE
 FIGHTERS CAN USE ANY MAGIC WEAPONS OR ARMOR, POTIONS,
 'PROTECTION' SCROLLS, MANY RINGS, AND MANY OTHER MAGIC ITEMS
 1,6

THIS PROGRAM GENERATES CHARACTERS FOR TSR'S GAME OF
 DUNGEONS AND DRAGONS. YOU MAY GENERATE CHARACTERS OF ANY
 VALID COMBINATION OF CLASS AND RACE FROM THE FOLLOWING TABLE

CLASS 1 FIGHTER RACE 1 HUMAN
 CLASS 2 MAGIC USER RACE 2 ELF
 CLASS 3 CLERIC RACE 3 DWARF
 CLASS 4 THIEF RACE 4 HALFLING
 CLASS 5 HALF-ORC RACE 5 HALF-ORC

ENTERING A 0,0 TERMINATES THE PROGRAM
 ENTERING -1,-1 CAUSES THE INSTRUCTIONS TO REPEAT
 WHEN REQUESTED, ENTER THE CLASS NUMBER, A COMMA, AND THE
 RACE NUMBER THAT YOU DESIRE

GOOD LUCK ON YOUR ROLLS
 ENTER CLASS, RACE NUMBERS 2,3
 MAGIC USERS MUST BE HUMAN OR ELVEN
 CLERICS MUST BE HUMAN OR HALF-ORCS
 PLEASE TRY AGAIN
 ENTER CLASS, RACE NUMBERS 3,5

HALF-ORC ACOLYTE (CLERIC) NAME = SEX =

ALIGNMENT =
 STRENGTH 16 INTELLIGENCE 13
 WISDOM 13 DEXTERITY 10
 CONSTITUTION 18 CHARISMA 12

HITS TO KILL 7 (10 A)
 WEALTH = 90 GP

HIT PROBABILITY NORMAL DAMAGE ADJUSTMENT +1 WEIGHT ALLOWANCE +350
 OPEN DOORS ON 1-3/6 BEND BARS/LIFT GRATES 10%

THE CHARACTER MAY LEARN 3 ADDITIONAL LANGUAGES

HALF ORCS SPEAK ORCISH, THEIR ALIGNMENT TONGUE, THE COMMON
 TONGUE, AND MAY LEARN A MAXIMUM OF 2 OTHER LANGUAGES.
 THEY HAVE INFRAVISION AND CAN SEE 60' IN THE DARK.

THE CLERIC IS DEDICATED TO ONE OR MORE DIETIES AND HAS SOME
 SKILL AT ARMS HOWEVER THEY MAY NOT USE EDGED OR POINTED WEAPONS
 CLERICS MAY TURN AWAY THE UNDEAD INCLUDING GHOSTS, GHOSTS,
 GHOULS, LICHES, MUMMIES, SHADOWS, SKELETONS, SPECTRES, WIGHTS,
 WRAITHS, VAMPIRES, AND ZOMBIES.
 CLERICS MAY USE MOST POTIONS AND RINGS, ALL CLERICAL SCROLLS,
 AND MANY OTHER MAGIC ITEMS INCLUDING MAGIC ARMOR AND WEAPONS
 EXCEPT, OF COURSE, EDGED OR POINTED WEAPONS.

ENTER CLASS, RACE NUMBERS 3,4
 MAGIC USERS MUST BE HUMAN OR ELVEN
 CLERICS MUST BE HUMAN OR HALF-ORCS
 PLEASE TRY AGAIN
 ENTER CLASS, RACE NUMBERS 0,0
 STOP IN LINE 340.
 READY

Shaun P. Egan

in early 1977 a friend gave me a printout of the USS Enterprise that fascinated me so much that I spent 90 hours putting it on our computer. Since I work for the 4000th Aerospace Applications Group, Offutt AFB, Nebraska, I had little trouble in finding people who wanted copies.

When Star Wars first appeared at movie theaters, I dropped the idea of reproducing other Star Trek prints and began plans for several scenes from the Star Wars movie. As the job became easier, I also began work on Battlestar Galactica pictures. The biggest one, of the Battlestar Galactica, took over 170 hours of total time to create. Requests for prints came from everywhere.

Eventually, I produced 40 pictures of different subjects; some in 8 lines/inch format for high detail and others at 6 lines/inch. I have found my prints appearing in homes where each symbol was painted in fluorescent paint, and in schools where children glued dyed rice to them to make a mosaic. They have even been scheduled for the summer arts festivals here in Omaha, and around the state.

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