

Antonica Profile Sample

Project Title: Antonica by Chris Primero

Project Type: AD&D 1st Edition TTRPG

Project Length: 162 Pages

Project Summary: Proofreading homebrew project for playtesting and future publication.

Outtake

Step 6: Dice for Psionic Ability

Calculate your chance to be psionic on the table below, inform your DM of your chance. The DM will roll dice to determine if your character has psionic ability. After the DM tells you the results go to Section B and circle Yes or No. next to “Psionic Ability”. If your character has psionic ability, then record this on the front of your Character Record Sheet under Special Abilities by denoting “Psionic Ability”. If your character does not have psionic ability there is no need to record anything on your Character Record Sheet.

Step 10: Record Level

Your character is starting at Level one. Please record this in Section B next to Level and on the front of your Character Record Sheet where it says Level.

Step 11: Dice for Age

Your DM will provide you with your character’s starting age, but you must choose your character’s Date of Birth (DOB). Please record your character’s age, DOB and Age Category in Section B and on the back of your Character Record Sheet under Age and History. Age category can adjust your ability scores: go to Section A and enter the ability score adjustments listed below:

Step 14 Dice Hit Points

With your DM watching, roll the appropriate Hit Dice (HD) to determine your character’s starting hit points. Record the results in Section B under Hit Points next to Rolled. First level characters start with a minimum HP value of $\frac{1}{2}$ HD+1. Record any HP Adj. from CON, found on the front of your Character Record Sheet, in Section B under Hit Points next to HP Adj.

You can now sum to find your total starting hit points. Record the sum in Section B under Total HP and record this sum on the front of the Character Record Sheet under Hit Points.

