

I rolled these, in order:

Strength 14, Intelligence 10, Luck 16, Constitution 9, Dexterity 11, Charisma 6

You're stuck with these if you're human, which in my case is a bit dicey due to the low CON (I can live with the low CHR, which is just as fun as a high one if you embrace it). Looking through the various kindreds, here are my choices:

	<b>Human</b>	<b>Dwarf</b>	<b>Elf</b>	<b>Fairy</b>	<b>Hobbit</b>	<b>Leprechaun</b>
STR	14	28	14	3	7	7
IQ	10	10	15	10	10	15
LK	16	16	16	24	16	24
CON	9	18	6	2	18	8
DEX	11	11	15	15	15	15
CHR	6	4	12	12	6	6

This is tricky: the classic build in T&T is the dwarven wizard, because STR powers spells, and since Take That You Fiend is a first-level spell, the li'l fucker is basically an ambulatory bazooka. But it doesn't optimize in my case, since I'm aiming at playing a fourth-level character. The requirements in INT and DEX shoot up fast with spell level, faster than the improvements per level permit, so the better spells would be too hard to use.

The other kindreds all hold out the very tempting boost to DEX. I never pass up the chance to play a fairy in T&T, but you need seriously high rolled STR and CON in order to take the hit, and the latter simply will not do; same goes for the leprechaun. Hobbits are also a good choice in this game and the build solves the CON problem in this case, so maybe.

I concede that only a human or dwarf will do, and also that for a solo game, one simply has to be a straight-up fighter. OK, going with the raw power, my guy is a dwarf. Now I consider the level-up boosts to help with this or that deficit. I look over some weapons too, to make sure that I choose numbers to satisfy the STR and DEX requirements for good ones.

I choose the level-ups carefully. Level 2 gets me +1 DEX, Level 3 gets me +6 LK, and Level 4 gets me +2 DEX, so my final scores are STR 28, IQ 10, LK 22, CON 18, DEX 14, CHR 4; which also gives me ADDS +16 +10 +2 = +28, which is ridiculously high.

I roll 10 and 9 for height and weight respectively, which adjusted for a dwarf means 4'8" and 150 lbs.

How about money? I shrug and take 3d6x10 for each level, which lands at an even 500 gold pieces.

Nicely supplied thereby, I choose clothes & pack, complete scale armor (stops 8 hits), knee high boots, one day's provisions, hemp rope, and a lantern with oil. My attributes permit insane weapons, so I gleefully choose a falchion (4d+4) and a poleaxe (7d), each requiring two hands, so no shield. With my Adds, I do as much damage by myself as a small-ish beginning party.

All this costs me 420 gold so I have 80 left, and it weighs 126.5 pounds, well within my 280 lb weight allowance. Name? Ardor. I just like it, so there.