

Threads and Shadows

Character Hitpoint Quick-Finder

Character SIZ		6	7	8	9	10	11	12	13	14	15	16	17	18															
Character Options	3	3	3	4	3	4	4	5	4	5	1	5	5	6	5	6	5	6	6	7	6	7	6	7	7	8	7		
	4	4	3	4	4	5	4	5	4	5	1	6	5	6	5	6	6	7	6	7	6	7	6	7	7	8	7	8	7
	5	4	4	5	4	5	4	5	5	6	2	6	5	6	6	7	6	7	6	7	7	8	7	8	7	8	7	8	8
	6	5	4	5	4	5	5	6	5	6	2	6	6	7	6	7	6	7	6	7	7	8	7	8	7	8	8	9	8
	7	5	4	5	5	6	5	6	5	6	2	7	6	7	6	7	7	8	7	8	7	8	7	8	8	9	8	9	8
	8	5	5	6	5	6	5	6	6	7	3	7	6	7	7	8	7	8	7	8	8	9	8	9	8	9	8	9	9
	9	6	5	6	5	6	6	7	6	7	3	7	7	8	7	8	7	8	8	9	8	9	8	9	8	9	9	10	9
	10	6	5	6	6	7	6	7	6	7	3	8	7	8	7	8	8	9	8	9	8	9	8	9	9	10	9	10	9
	11	6	6	7	6	7	6	7	7	8	4	8	7	8	8	9	8	9	8	9	9	10	9	10	9	10	9	10	10
	12	7	6	7	6	7	7	8	7	8	4	8	8	9	8	9	8	9	9	10	9	10	9	10	9	10	9	10	10
	13	7	6	7	7	8	7	8	7	8	4	9	8	9	8	9	9	10	9	10	9	10	9	10	10	11	10	11	10
	14	7	7	8	7	8	7	8	8	9	5	9	8	9	9	10	9	10	9	10	10	11	10	11	10	11	10	11	11
	15	8	7	8	7	8	8	9	8	9	5	9	9	10	9	10	9	10	10	11	10	11	10	11	10	11	11	12	11
	16	8	7	8	8	9	8	9	8	9	5	10	9	10	9	10	10	11	10	11	10	11	10	11	11	12	11	12	11
	17	8	8	9	8	9	8	9	9	10	6	10	9	10	10	11	10	11	10	11	11	12	11	12	11	12	11	12	12
	18	9	8	9	8	9	9	10	9	10	6	10	10	11	10	11	10	11	11	12	11	12	11	12	11	12	12	13	12

For most accurate results do the math by hand!

Formula: $((SIZ + CON)/2) * 2/3 = HitPoints$