

Random Height & Weight
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Rationale

This variant replaces the “Height & Weight” rules found on page 23 of the High Adventure Role Playing book (first printing). After creating some sample data of characters made by the default method, I became convinced that a new system needed to be developed. The reason for this is simple: it's not even close to realistic.

Using the current method you have a 1/20 chance to get a given height. The statistics suggest that most characters will end up with a -5 modifier to the base height and weight formula provided in the book. Even after that you could end up with a character like one I rolled up: she was 134 lbs and only 4'9” tall. For some reason, that just doesn't work for me or my players.

I chose to arrange the modifiers and data by what is called a “Bell Curve”. This means that most people will be near the center with only a smattering of people existing on the ends. I also matched this data up with materials provided by the Center for Disease Control (at least for the humans) and created a new formula that more accurately mimics that data.

Hopefully, you find it as useful as I have! Enjoy!

Height & Weight

Roll percentile dice (i.e. d100) and consult the following table (Table: 5.2.1) to determine the modifier applied against the appropriate height and weight columns in Table 5.2.2.

As an option, I would allow a player to select a category above or below the one that they roll. (Assuming that they are opposed to their currently rolled measurements.)

Examples:

1. You roll a 40 for a female dwarf. After consulting the “Height & Weight Modifier” table, you find the modifier is 0. Utilizing the “Height & Weight by Race & Gender”

table, you find that the dwarf is 47 inches tall and 174 pounds in weight.

2. You roll an 80 for a female human. After consulting the first table, you

find that the modifier is 2. In the following table a modifier of 2 gives the human female the height of 64 inches and a weight of 162.

Table 5.2.1: Height & Weight Modifier

Result Rolled	H/W Modifier
99 - 100	11
97 - 98	10
95 - 96	9
93 - 94	8
91 - 92	7
89 - 90	6
87 - 88	5
85 - 86	4
82 - 84	3
79 - 81	2
76 - 78	1
25 - 75	0
22 - 24	-1
19 - 21	-2
16 - 18	-3
14 - 15	-4
12 - 13	-5
10 - 11	-6
8 - 9	-7
6 - 7	-8
4 - 5	-9
2 - 3	-10
1	-11

Table 5.2.2: Height & Weight by Race & Gender

Race, Gender	Height (in)	Weight (lbs)
Dwarven, Female	47 + ½ Modifier	174 + (Mod * 6)
Dwarven, Male	53 + Modifier	180 + (Mod * 6)
Elven, Female	63 + ½ Modifier	116 + (Mod * 2)
Elven, Male	66 + Modifier	120 + (Mod * 2)
Gnomish, Female	47 + ½ Modifier	62 + (Mod * 2)
Gnomish, Male	47 + Modifier	70 + (Mod * 2)
Gryxian, Female	71 + ½ Modifier	220 + (Mod * 6)
Gryxian, Male	74 + Modifier	250 + (Mod * 6)
Halfling, Female	32 + ½ Modifier	40 + Mod
Halfling, Male	35 + Modifier	50 + Mod
Human, Female	63 + ½ Modifier	152 + (Mod * 5)
Human, Male	70 + Modifier	180 + (Mod * 5)

Works Cited

- Dugger, Tim and Heike A. Kubasch. High Adventure Role Playing. Charlottesville: Mjolnir LLC, 2003. (ISBN: 1558066020)