

How to use these documents:

(1) The Legendmaker Gamemasters' Aid for Players You Don't Trust

Fill in the information for each player. Use it to tally off Damage Tolerance and Spell Points and stuff. When they try to cast a spell without Spell Points or Damage tolerance, when they try to fight without any Damage Tolerance, you catch them. Yay!

(2) Legendmaker Character Development Worksheet

Looks a lot like school, right? But, I promise, this will make your characters more real (inasmuch as numbers on paper can be real). Have your players sit down for half an hour before play and briefly answer the questions. This will give you some insight into what the players are trying to do and what they want. Far more compelling play when the gamemaster can deliver what you want without him even knowing about it! Oooooooooo!

(3) Legendmaker Improvement Points Distribution Aid

I developed this back when I still used the actual point system instead of modifying my own mechanics to better suit my players. When you give each player improvement points, that number is placed in the topmost box and then just follow the lines and directions.

(4) Legendmaker Combat Cycle Action Aid

This is for gently reminding players of what they wanted to do at the beginning of the Combat Cycle. Just jot down their names at the beginning of the game and then tally what they declare as initiative. This is particularly useful with players who change their actions during a Combat Cycle. This gives you the opportunity to say, "Do this, like you said you were going to do, or do nothing. That is your choice." Makes combat a lot faster!

(5) Legendmaker Character Tally Pad

Print this out and cut on the "crop marks" to make pads for your players to use to keep track of important information off of their Character Sheet. It eliminates Character Sheet corrosion. Use the left column of each section first, then carry the number over to the right column. Just gives two columns to keep track of stuff on.

(6) Improvement Point Distribution Aid

This is the same as the big one, only in pad format. Again, just print out, copy, and cut on the crop marks. Follow the directions and improve your characters!

(7) Legendmaker Non-Player Adventurer Reference Sheet

This gives the gamemaster some direction when creating and storing Non-Player Adventurers. Everything you need is right there on half a page. Fill in all the blanks and punch some holes and store in your NPA notebook for future use. Notice that some of the blanks are marked as grey boxes. These are the numbers used for determining the Monster Value Points for each NPA in the Monster Value Point sidebar on the right. And the stats in the box are listed as they appear on the NPA sheet, except for Character Level which needs to be at the top of the sheet for filing purposes ("I need all my 10th Character Level NPAs! Where are they?" Well, filed under 10, for 10th Character Level... duh!).

Legendmaker

Improvement Points Distribution Aid
Designed by Howard I. Scott, III

Place the Improvement Points (IMPS) given to the character by the gamemaster after an adventure in Box 1.

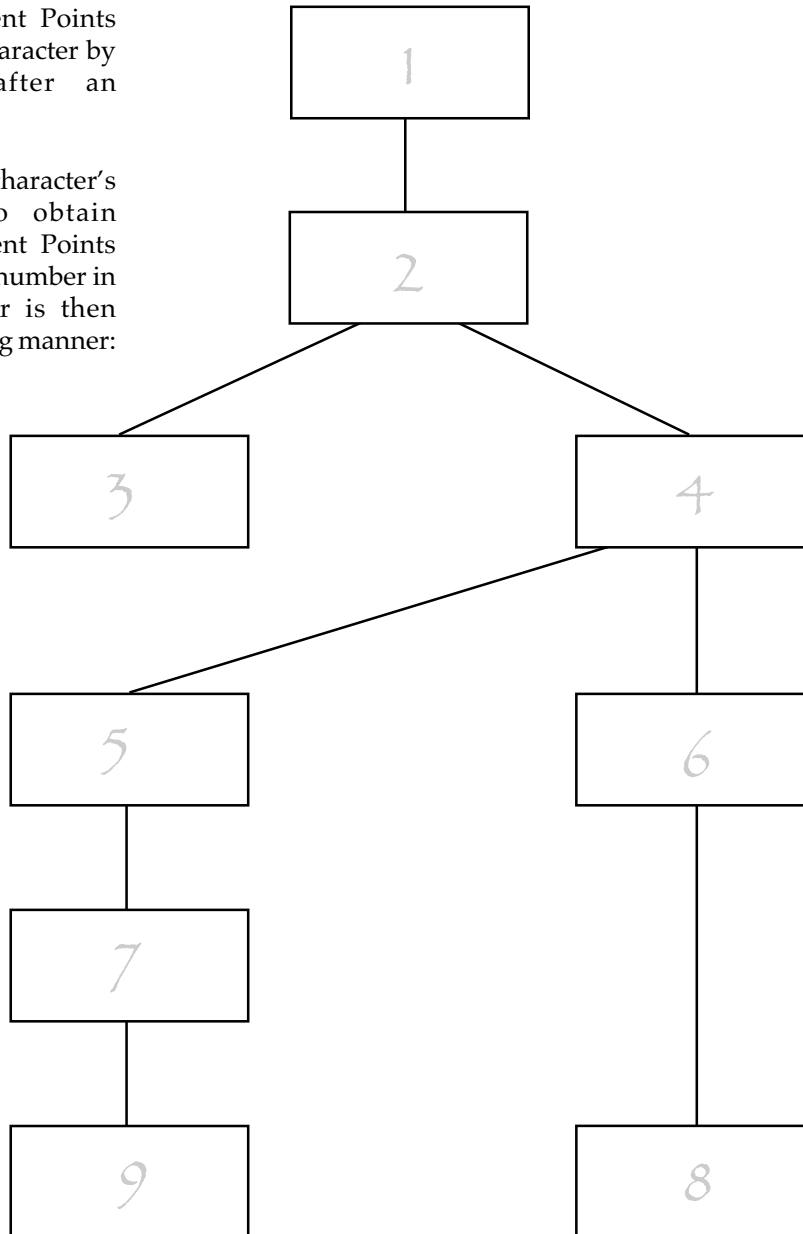
Divide IMPS by your character's Character Level to obtain Character Improvement Points (CHIMPS). Place that number in Box 2. This number is then divided in the following manner:

Put half of it in Box 3. This half is used to increase Proficiency Levels in your Character Class Proficiencies in Box 9.

Add Box 3 and Box 5 together and place that number in Box 7.

Divide Box 7 by your character's total number of Proficiency Levels and place that number in Box 9. These are now Proficiency Levels you may place in your Class Proficiencies

Player Beware! This is only a guide for the gamemaster to amend as it pleases him to do so. Be sure he approves of this method before going to all the trouble of the math involved.



Put half of it in Box 4. This number is going to be split between your Class Proficiencies and your Skills. You may put as many as you like into either. Those placed with your Class Proficiencies are placed in Box 5. Those added to your skills are placed in Box 6.

Divide Box 6 by your character's Competency Level and place that number in Box 8. These are now Skill Levels you may place in your Primary and Secondary Skills.

Legendmaker Character Tally Pad

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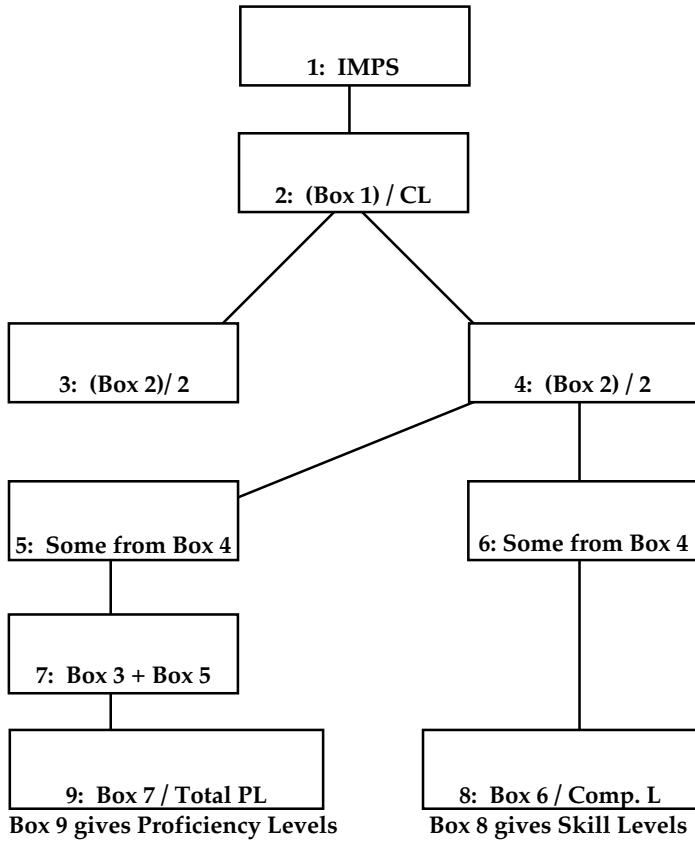


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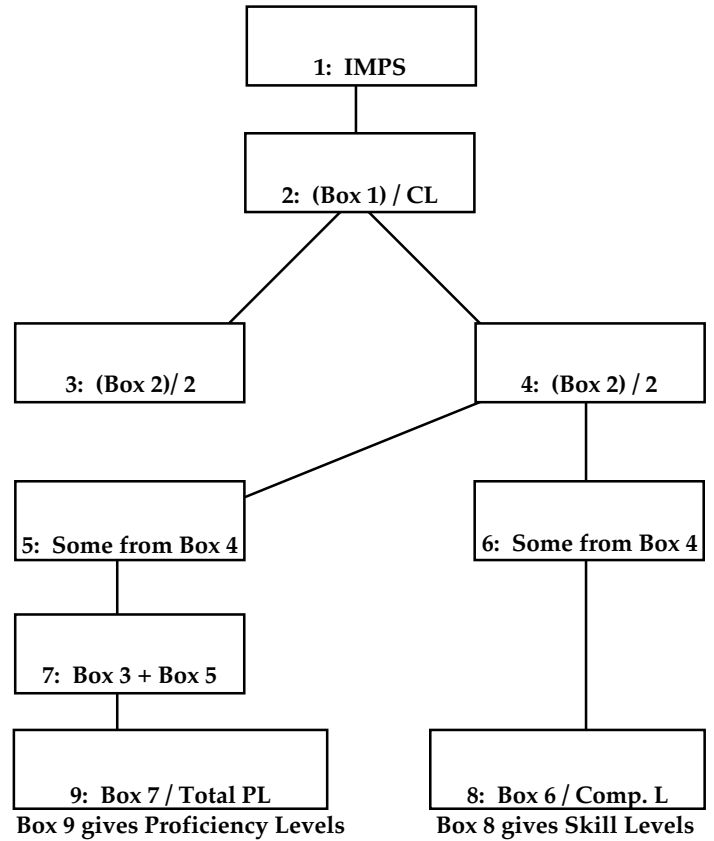
Improvement Point Distribution Aid

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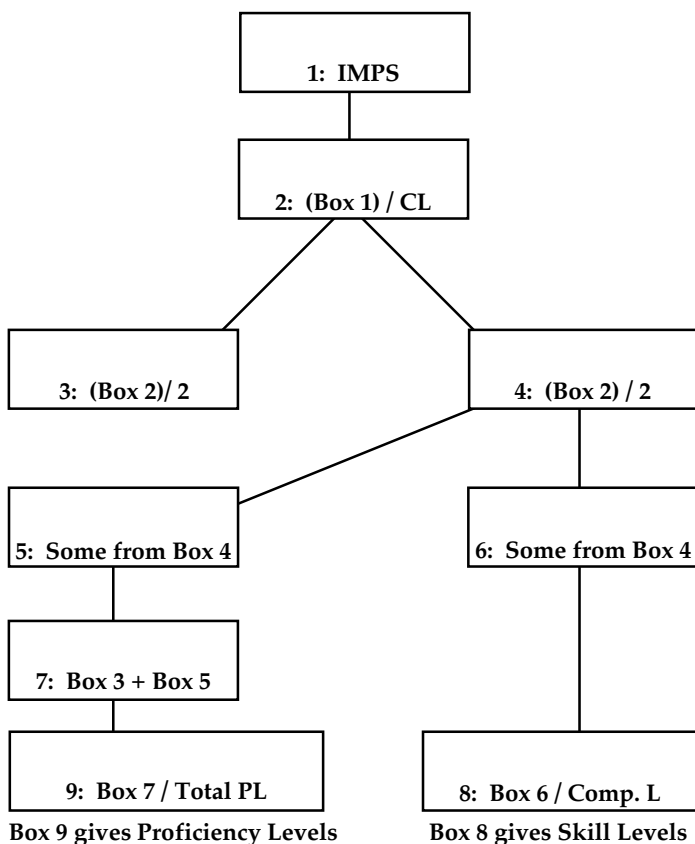
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