

# Legendmaker

Fantasy Character Sheet

Player Name Kyle Plowden  
 Date of Creation 1 October 98  
 Gamemaster Trey Kenp  
 Character Name Adzam the Great  
 Race Human  
 Classes Mage  
 Sex Male  
 Natural Age 19 / Unnatural Age 19  
 Religious Affiliation None  
 City of Origin Cysil  
 Social Status Good (he has a permit)

## Defense Adjustment

DX Adjust 5  
 Armour Type DAP + 20  
 Other DAP + 0  
 Adjusted DAP = 25 %

## Initiative

Initiative Base 10  
 DX Adjust - 5  
 Other to Initiative - 0  
 Adjusted Initiative = 5

## Parry

Parry Base 5  
 DX Adjust + 5  
 Combat Adjust + 0  
 Other Adjust + 0  
 Adjusted Parry = 10 %

## Character Level

Total Proficiency Levels 30 ÷ 10 = 3

## Stats

ST:  $\frac{30}{\text{Base}} + \frac{38}{\text{dV}} = \frac{68}{\text{Total ST}} \div 10 = \frac{6}{\text{ST Adjust}}$

CN:  $\frac{30}{\text{Base}} + \frac{41}{\text{dV}} = \frac{71}{\text{Total CN}} \div 10 = \frac{7}{\text{CN Adjust}}$

DX:  $\frac{30}{\text{Base}} + \frac{22}{\text{dV}} = \frac{52}{\text{Total DX}} \div 10 = \frac{5}{\text{DX Adjust}}$

IN:  $\frac{40}{\text{Base}} + \frac{37}{\text{dV}} = \frac{77}{\text{Total IN}} \div 10 = \frac{7}{\text{IN Adjust}}$

WI:  $\frac{40}{\text{Base}} + \frac{28}{\text{dV}} = \frac{68}{\text{Total WI}} \div 10 = \frac{6}{\text{WI Adjust}}$

CO:  $\frac{40}{\text{Base}} + \frac{29}{\text{dV}} = \frac{69}{\text{Total CO}} \div 10 = \frac{6}{\text{CO Adjust}}$

## Damage Tolerance

Total ST 68  
 Total CN + 71  
 CN Adj. × CL + 21  
 Max DT = 160  
 Current DT 160

## Weight Allowance

Total ST × 2 136 + ST Base 30 = 166 lbs.

## Spell Points

Total IN or WI ÷ 5 16  
 IN or WI Adj. × CL + 24  
 Max Spell Points = 40  
 Current Spell Points 40

## Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold <u>350</u>	Gold _____
Platinum <u>20</u>	Platinum _____
Gems _____	Gems _____

## Godcall

Godcall Base 10  
 WI Adjust + 0  
 Convert Points ÷ 10 + 0  
 Used - 0  
 Godcall = 0 %

## Resistance Rolls

### Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 7 + Other Adjust \_\_\_\_\_ + CL 3 = 25 %  
 Psycho-Sensory 25 + WI Adjust 7 + Other Adjust \_\_\_\_\_ + CL 3 = 35 %  
 Other Schools 20 + No Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL 3 = 23 %

### Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 7 + Other Adjust \_\_\_\_\_ + CL 3 = 25 %  
 Divine Influence 0 + WI Adjust 7 + Other Adjust \_\_\_\_\_ + CL 3 = 10 %  
 Other Schools 20 + No Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL 3 = 23 %

**Cleric**

		Proficiency	Prof. Levels	+ Adj. Base	= PCA
Class Base	_____	Cleric			
CN Adjust	+ _____	Constitution-Based			
IN Adjust	+ _____	Defensive			
WI Adjust	+ _____	Divine Influence			
Other	+ _____	Naturalist			
Adj. Base	= _____	Offensive			
ST Adjust to Damage	_____	Weapon:			

**Fighter**

		Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Class Base	_____	Pole Arms				6d10	No multiple attacks	
ST Adjust	+ _____	Long Weapons				5d10	1/7 PL	2
DX Adjust	+ _____	Medium Weapons				4d10	1/5 PL	3
IN Adjust	+ _____	Short Weapons				3d10	1/4 PL	4
Other	+ _____	Hand Weapons				2d10	1/3 PL	5
Adj. Base	= _____	Open Hand				1d10	1/2 PL	5
ST Adjust to Damage	_____	Short Distance				2d10	1/3 PL	4
		Medium Distance				3d10	1/4 PL	3
		Long Distance				4d10	1/5 PL	2
		Other						

**Mage**

		Proficiency	Prof. Levels	+ Adj. Base	= PCA
Class Base	<u>30</u>	Defensive	<b>2</b>	<b>52</b>	<b>54</b>
CN Adjust	+ <u>7</u>	Elemental	<b>5</b>	<b>52</b>	<b>57</b>
IN Adjust	+ <u>8</u>	Necromancy	<b>0</b>	<b>52</b>	<b>52</b>
WI Adjust	+ <u>7</u>	Offensive	<b>2</b>	<b>52</b>	<b>54</b>
Other	+ _____	Psycho-Sensory	<b>5</b>	<b>52</b>	<b>57</b>
Adj. Base	= <u>52</u>	Sorcery	<b>9</b>	<b>52</b>	<b>61</b>
ST Adjust to Damage	<u>7</u>	Weapon: <i>Long Weapon</i>	<b>7</b>	<b>52</b>	<b>59</b>

**Thief**

		Proficiency	Prof. Levels	+ Adj. Base	= PCA
Class Base	_____	Climb Walls			
ST Adjust	+ _____	Deception			
DX Adjust	+ _____	Disguise			
IN Adjust	+ _____	Klepto-Concealment			
Other	+ _____	Open Locks			
Adj. Base	= _____	Pick Pockets			
ST Adjust to Damage	_____	Prowl			
		Traps			
		Weapon:			

### Primary & Secondary Skills

IN Adjust = Number of Primary Skills 5

IN Adjust × 2 = Number of Primary Skill Levels 10

Primary Skill Levels: 19 ÷ 10 = Primary Competency Level 1.9

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Read/Write Native (Common)</i>	<b>2</b>	30	<b>8</b>	<b>9</b>		<b>49</b>
2. <i>Swimming</i>	<b>1</b>	30	<b>8</b>	<b>7</b>		<b>46</b>
3. <i>Alchemy</i>	<b>3</b>	30	<b>8</b>			<b>41</b>
4. <i>Etiquette</i>	<b>2</b>	30	<b>8</b>			<b>40</b>
5. <i>Identify Plants and Herbs</i>	<b>3</b>	30	<b>8</b>			<b>41</b>
6. <i>Ride Land Creature</i>	<b>2</b>	30	<b>8</b>	<b>5</b>		<b>45</b>
7. <i>Identify Poisons</i>	<b>1</b>	30	<b>8</b>			<b>39</b>
8. <i>Unarmed Martial Arts</i>	<b>1</b>	30	<b>8</b>	<b>5</b>		<b>44</b>
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: 16 ÷ 10 = Secondary Competency Level 1.4

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Long Weapon (Staff, 5d10)</i>	<b>10</b>	15	<b>8</b>	<b>7</b>		<b>40</b>
2.		15				
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

### Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1.				
Effects:				
2.				
Effects:				
3.				
Effects:				

**General Description**

Height 6'2" Hair Color Light Brown Nightvision None  
 Weight 185 lbs. Eye Color Hazel Ground Speed 100'/5 sec

*Adzam has a particularly peculiar defect- the equivalent of magical Terrets Syndrome. At random intervals, Adzam casts a random First Level Mage spell... somewhere over there. Determination of what spell, when, and where are left to the gamemaster.*

**Defense Adjustments**

Studded Leather  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Weapons**

Staff (Iron-bound mahogany, 5d10)  
9-pointed star (Med. Dist., 3d10)  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Equipment**

Standard Adventurers' Backpack  
12 oz. Metal Flask  
Silvered Mirror  
Healing Potion  
 \_\_\_\_\_  
Wonder Tent (20 X 50, instant set-up)  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Organizational Memberships or Affiliations**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Psionic Abilities**

Psi Points: Max \_\_\_\_\_ /Current \_\_\_\_\_

1st Level Spells	Effects	Base	+ WI Adj. × 2	= PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		