

Legendmaker

Fantasy Character Sheet

Player Name Derrick Wood
 Date of Creation 20 Feb 98
 Gamemaster Brannon Brewer
 Character Name Asmoranomardicadiastinaculdacar
 Race Darkling
 Classes Mage
 Sex Male
 Natural Age 90 / Unnatural Age 90
 Religious Affiliation Searching (for cult of Pyra Nuklar)
 City of Origin Cymor
 Social Status Public Nuisance (pyromaniac)

Defense Adjustment

DX Adjust 6
 Armour Type DAP + 15
 Other DAP + 0
 Adjusted DAP = 21 %

Initiative

Initiative Base 10
 DX Adjust - 6
 Other to Initiative - 0
 Adjusted Initiative = 4

Parry

Parry Base 5
 DX Adjust + 6
 Combat Adjust + 0
 Other Adjust + 0
 Adjusted Parry = 11 %

Character Level

Total Proficiency Levels 31 ÷ 10 = 3

Stats

ST: $\frac{30}{\text{Base}} + \frac{25}{\text{dV}} = \frac{55}{\text{Total ST}} \div 10 = \frac{5}{\text{ST Adjust}}$

CN: $\frac{30}{\text{Base}} + \frac{17}{\text{dV}} = \frac{47}{\text{Total CN}} \div 10 = \frac{4}{\text{CN Adjust}}$

DX: $\frac{50}{\text{Base}} + \frac{18}{\text{dV}} = \frac{67}{\text{Total DX}} \div 10 = \frac{6}{\text{DX Adjust}}$

IN: $\frac{50}{\text{Base}} + \frac{36}{\text{dV}} = \frac{86}{\text{Total IN}} \div 10 = \frac{8}{\text{IN Adjust}}$

WI: $\frac{20}{\text{Base}} + \frac{17}{\text{dV}} = \frac{37}{\text{Total WI}} \div 10 = \frac{3}{\text{WI Adjust}}$

CO: $\frac{50}{\text{Base}} + \frac{31}{\text{dV}} = \frac{81}{\text{Total CO}} \div 10 = \frac{8}{\text{CO Adjust}}$

Damage Tolerance

Total ST 55
 Total CN + 47
 CN Adj. × CL + 101
 Max DT = 114
 Current DT 114

Weight Allowance

Total ST × 2 110 + ST Base 30 = 140 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>325</u>	Gold _____
Platinum <u>70</u>	Platinum _____
Gems _____	Gems _____

Godcall

Godcall Base 10
 WI Adjust + 3
 Convert Points ÷ 10 + 0
 Used - 0
 Godcall = 13 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 4 + Other Adjust _____ + CL 3 = 22 %
 Psycho-Sensory 25 + WI Adjust 3 + Other Adjust _____ + CL 3 = 31 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 3 = 23 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 4 + Other Adjust _____ + CL 3 = 22 %
 Divine Influence 0 + WI Adjust 3 + Other Adjust _____ + CL 3 = 6 %
 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	0	45	45
CN Adjust	+ 4	Elemental	16	45	61
IN Adjust	+ 8	Necromancy	6	45	51
WI Adjust	+ 3	Offensive	2	45	47
Other	+ _____	Psycho-Sensory	0	45	45
Adj. Base	= 45	Sorcery	2	45	47
ST Adjust to Damage	<u>5</u>	Weapon: <i>Hand Weapon</i>	15	45	60

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 8

IN Adjust \times 2 = Number of Primary Skill Levels 16

Primary Skill Levels: 52 \div 10 = Primary Competency Level 5

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Alchemy</i>	<i>20</i>	30	<i>8</i>			<i>58</i>
2. <i>Ride Land Creature</i>	<i>1</i>	30	<i>8</i>	<i>6</i>		<i>45</i>
3. <i>Unarmed Martial Arts</i>	<i>16</i>	30	<i>8</i>	<i>6</i>		<i>60</i>
4. <i>Read/Write Native (Darkling)</i>	<i>2</i>	30	<i>8</i>	<i>45</i>		<i>95</i>
5. <i>Read/Write Common</i>	<i>2</i>	30	<i>8</i>			<i>40</i>
6. <i>History (Arcane)</i>	<i>1</i>	30	<i>8</i>			<i>39</i>
7. <i>Anatomy (Humaoid)</i>	<i>2</i>	30	<i>8</i>			<i>40</i>
8. <i>Mesmerism</i>	<i>2</i>	30	<i>8</i>	<i>8</i>		<i>48</i>
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: _____ \div 10 = Secondary Competency Level _____

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
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. <i>Aura Illumination</i>	<i>C</i>	<i>30</i>	<i>1% / 10 years</i>	<i>39</i>
Effects: <i>10 seconds + 5 sec / 10 years, 5 foot radius + 1 foot / 10 years</i>				
2. <i>Speak with Dead</i>	<i>C</i>	<i>30</i>	<i>1% / 10 years (50% max)</i>	<i>39</i>
Effects: <i>1 question + 1 question / 10 years, must be partially elven</i>				
3. <i>Sphere of Darkness</i>	<i>M</i>	<i>30</i>	<i>5% / 10 years</i>	<i>70</i>
Effects: <i>1 min + 1 min / 10 years, 1 foot radius + 1 foot / 10 years</i>				

General Description

Height 5'2" Hair Color Silver Nightvision 120'
 Weight 102 lbs. Eye Color Purple Ground Speed 140'/5 sec

Assy is a pyromaniac. Anytime he says the word "Burn," a random Elemental spell of Fire is cast at random level with random effects. Assy's spell will always work, even if he doesn't have the Spell Points (Pyra Nuklar, Lord Deitry of Fire, likes him). Should this event occur, Assy is reduced to Zero Spell Points, but remains conscious.

Defense Adjustments

Leather (Fire-proofed for entire body)

Weapons

3 Daggers (2d10)

Equipment

Standard Adventurer's Backpack
Pouch of Red Sand (burns purple)
2 wineskins of strongest stuff
2 meal tokens
Bloodstone Mood Ring- constantly projects a single-sense illusion of fire around Assy's body that changes color as his mood changes: Dark Blue for relaxed Extreme Red for firey temper.

Organizational Memberships or Affiliations

Sorcerers' Circle of Cymor (has impressed them mightily, mostly for his control (?) of Pyromancy)

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		