

Legendmaker

Fantasy Character Sheet

Player Name Kyle Massey
 Date of Creation 12 July 1997
 Gamemaster Howard I. Scott, III
 Character Name Darktooth
 Race 1/2 Orc
 Classes Holy Warrior
 Sex Male
 Natural Age 17 / Unnatural Age 17
 Religious Affiliation Kadok Fra Wyrd
 City of Origin L'Saud
 Social Status Good

Character Level

Total Proficiency Levels 60 ÷ 10 = 6

Stats

$$\text{ST: } \frac{30}{\text{Base}} + \frac{54}{\text{dV}} = \frac{84}{\text{Total ST}} \div 10 = \frac{8}{\text{ST Adjust}}$$

$$\text{CN: } \frac{40}{\text{Base}} + \frac{36}{\text{dV}} = \frac{76}{\text{Total CN}} \div 10 = \frac{7}{\text{CN Adjust}}$$

$$\text{DX: } \frac{10}{\text{Base}} + \frac{48}{\text{dV}} = \frac{58}{\text{Total DX}} \div 10 = \frac{5}{\text{DX Adjust}}$$

$$\text{IN: } \frac{10}{\text{Base}} + \frac{67}{\text{dV}} = \frac{77}{\text{Total IN}} \div 10 = \frac{7}{\text{IN Adjust}}$$

$$\text{WI: } \frac{50}{\text{Base}} + \frac{27}{\text{dV}} = \frac{77}{\text{Total WI}} \div 10 = \frac{7}{\text{WI Adjust}}$$

$$\text{CO: } \frac{10}{\text{Base}} + \frac{47}{\text{dV}} = \frac{57}{\text{Total CO}} \div 10 = \frac{5}{\text{CO Adjust}}$$

Weight Allowance

Total ST × 2 168 + ST Base 30 = 198 lbs.

Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold _____	Gold _____
Platinum <u>30</u>	Platinum _____
Gems <u>4</u>	Gems _____

Defense Adjustment

DX Adjust	<u>5</u>
Armour Type DAP	+ <u>40</u>
Other DAP	+ <u>5</u>
Adjusted DAP	= <u>50</u> %

Initiative

Initiative Base	10
DX Adjust	- <u>5</u>
Other to Initiative	- <u>0</u>
Adjusted Initiative	= <u>5</u>

Parry

Parry Base	5
DX Adjust	+ <u>5</u>
Combat Adjust	+ <u>0</u>
Other Adjust	+ <u>0</u>
Adjusted Parry	= <u>10</u> %

Damage Tolerance

Total ST	<u>84</u>
Total CN	+ <u>76</u>
CN Adj. × CL	+ <u>42</u>
Max DT	= <u>22</u>
Current DT	<u>22</u>

Spell Points

Total IN or WI ÷ 5	<u>15</u>
IN or WI Adj. × CL	+ <u>42</u>
Max Spell Points	= <u>57</u>
Current Spell Points	<u>57</u>

Godcall

Godcall Base	10
WI Adjust	+ <u>7</u>
Convert Points ÷ 10	+ <u>5</u>
Used	- <u>0</u>
Godcall	= <u>22</u> %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy	15	+	CN Adjust	<u>7</u>	+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>28</u>	%
Psycho-Sensory	25	+	WI Adjust	<u>7</u>	+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>38</u>	%
Other Schools	20	+	No Adjust		+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>26</u>	%

Cleric Spells or Cleric-Based Psionics

CN-Based	15	+	CN Adjust	<u>7</u>	+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>28</u>	%
Divine Influence	0	+	WI Adjust	<u>7</u>	+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>13</u>	%
Other Schools	20	+	No Adjust		+	Other Adjust	_____	+	CL	<u>6</u>	=	<u>26</u>	%

Cleric

Class Base	<u>30</u>
CN Adjust	+ <u>7</u>
IN Adjust	+ <u>7</u>
WI Adjust	+ <u>7</u>
Other	+ _____
Adj. Base	= <u>51</u>
ST Adjust to Damage	<u>8</u>

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Cleric	<i>1</i>	<i>51</i>	<i>52</i>
Constitution-Based	<i>5</i>	<i>51</i>	<i>56</i>
Defensive	<i>0</i>	<i>51</i>	<i>51</i>
Divine Influence	<i>42</i>	<i>51</i>	<i>93</i>
Naturalist	<i>2</i>	<i>51</i>	<i>53</i>
Offensive	<i>2</i>	<i>51</i>	<i>53</i>
Weapon: <i>Medium Weapon</i>	<i>5</i>	<i>51</i>	<i>56</i>

Fighter

Class Base	<u>30</u>
ST Adjust	+ <u>8</u>
DX Adjust	+ <u>5</u>
IN Adjust	+ <u>7</u>
Other	+ _____
Adj. Base	= <u>50</u>
ST Adjust to Damage	<u>8</u>

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms	<i>1</i>	<i>50</i>	<i>52</i>	6d10	No multiple attacks	
Long Weapons	<i>0</i>	<i>50</i>	<i>56</i>	5d10	1/7 PL	2
Medium Weapons	<i>5</i>	<i>50</i>	<i>51</i>	4d10	1/5 PL	3
Short Weapons	<i>0</i>	<i>50</i>	<i>93</i>	3d10	1/4 PL	4
Hand Weapons	<i>2</i>	<i>50</i>	<i>53</i>	2d10	1/3 PL	5
Open Hand	<i>0</i>	<i>50</i>	<i>53</i>	1d10	1/2 PL	5
Short Distance	<i>0</i>	<i>50</i>	<i>56</i>	2d10	1/3 PL	4
Medium Distance	<i>2</i>	<i>50</i>	<i>52</i>	3d10	1/4 PL	3
Long Distance	<i>0</i>	<i>50</i>	<i>50</i>	4d10	1/5 PL	2
Other	<i>0</i>	<i>50</i>	<i>50</i>			

Mage

Class Base	_____
CN Adjust	+ _____
IN Adjust	+ _____
WI Adjust	+ _____
Other	+ _____
Adj. Base	= _____
ST Adjust to Damage	_____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base	_____
ST Adjust	+ _____
DX Adjust	+ _____
IN Adjust	+ _____
Other	+ _____
Adj. Base	= _____
ST Adjust to Damage	_____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls			
Deception			
Disguise			
Klepto-Concealment			
Open Locks			
Pick Pockets			
Prowl			
Traps			
Weapon:			

Primary & Secondary Skills

IN Adjust = Number of Primary Skills 7

IN Adjust × 2 = Number of Primary Skill Levels 14

Primary Skill Levels: 37 ÷ 10 = Primary Competency Level 3.7

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Read/Write Native (1/2 Orc)</i>	<i>1</i>	30	<i>7</i>	<i>8</i>		<i>48</i>
2. <i>Ride Land Creature</i>	<i>2</i>	30	<i>7</i>	<i>5</i>		<i>44</i>
3. <i>Alchemy</i>	<i>3</i>	30	<i>7</i>			<i>40</i>
4. <i>Pharmacology</i>	<i>2</i>	30	<i>7</i>			<i>39</i>
5. <i>Herbology</i>	<i>1</i>	30	<i>7</i>			<i>38</i>
6. <i>Cooking</i>	<i>16</i>	30	<i>7</i>			<i>53</i>
7. <i>Religion- Local</i>	<i>12</i>	30	<i>7</i>	<i>7</i>		<i>56</i>
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: _____ ÷ 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>Animal Messenger</i>	<i>C</i>	<i>30</i>	<i>1% / 2 years (no max)</i>	<i>38</i>
Effects: <i>1 hour + 1 hour / 5 years</i>				
2. <i>Animate Dead</i>	<i>C</i>	<i>10</i>	<i>1% / year (no max)</i>	<i>27</i>
Effects: <i>Maximum number of creatures = age ÷ 5</i>				
3.				
Effects:				

General Description

Height 6'3" Hair Color Black Nightvision 90'
 Weight 195 lbs. Eye Color Black Ground Speed 120'/5 sec

Darktooth's appearance in Cymor caused a dozen or so "clean cut" acolytes to split from the church in a massive schizm as "The Cult of Darktooth." Darktooths grasp of the common language is not spectacular.. he speaks in broken sentences, usually no more than three or four words long, but those are well-chosen words.

Defense Adjustments

Plate Mail (40)
Skull Shield (5)
Skull Helmet

Weapons

Skull Mace (4d10, +5 to PCA,
Sphere of light-3 times per day)

Equipment

Standard Adventurers' Backpack
2 bottles of Healing Potions
Black Cloak

Organizational Memberships or Affiliations

Church of Kadok Frah Wyrd of Cymor

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		