

Legendmaker

Fantasy Character Sheet

Player Name Chuck Hicks
 Date of Creation 12/7/96
 Gamemaster Howard I. Scott, III
 Character Name Morris
 Race Kaymyn
 Classes Fighter
 Sex Male
 Natural Age 20 / Unnatural Age 22.3
 Religious Affiliation Church of Myshella
 City of Origin Village of Dunkirk
 Social Status Good (respected by most, feared by many)

Defense Adjustment

DX Adjust 8
 Armour Type DAP + 35
 Other DAP + 0
 Adjusted DAP = 43 %

Initiative

Initiative Base 10
 DX Adjust - 8
 Other to Initiative - 0
 Adjusted Initiative = 2

Character Level

Total Proficiency Levels 110 ÷ 10 = 11.0

Stats

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

CN: $\frac{40}{\text{Base}} + \frac{50}{\text{dV}} = \frac{90}{\text{Total CN}} \div 10 = \frac{9}{\text{CN Adjust}}$

DX: $\frac{30}{\text{Base}} + \frac{58}{\text{dV}} = \frac{88}{\text{Total DX}} \div 10 = \frac{8}{\text{DX Adjust}}$

IN: $\frac{20}{\text{Base}} + \frac{56}{\text{dV}} = \frac{76}{\text{Total IN}} \div 10 = \frac{7}{\text{IN Adjust}}$

WI: $\frac{20}{\text{Base}} + \frac{42}{\text{dV}} = \frac{62}{\text{Total WI}} \div 10 = \frac{6}{\text{WI Adjust}}$

CO: $\frac{10}{\text{Base}} + \frac{60}{\text{dV}} = \frac{70}{\text{Total CO}} \div 10 = \frac{7}{\text{CO Adjust}}$

Parry

Parry Base 5
 DX Adjust + 8
 Combat Adjust + 11
 Other Adjust + 0
 Adjusted Parry = 24 %

Damage Tolerance

Total ST 86
 Total CN + 97
 CN Adj. × CL + 99
 Max DT = 276
 Current DT 276

Weight Allowance

Total ST × 2 172 + ST Base 50 = 222 lbs.

Spell Points

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

Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold <u>150</u>	Gold _____
Platinum <u>7</u>	Platinum _____
Gems _____	Gems _____

Godcall

Godcall Base 10
 WI Adjust + 8
 Convert Points ÷ 10 + 0
 Used - 0
 Godcall = 18 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 9 + Other Adjust _____ + CL 11 = 35 %
 Psycho-Sensory 25 + WI Adjust 8 + Other Adjust _____ + CL 11 = 44 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 11 = 31 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 9 + Other Adjust _____ + CL 11 = 35 %
 Divine Influence 0 + WI Adjust 8 + Other Adjust _____ + CL 11 = 18 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 11 = 31 %

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	<u>30</u>	Pole Arms	<i>3</i>	<i>53</i>	<i>56</i>	6d10	No multiple attacks	
ST Adjust	+ <u>8</u>	Long Weapons	<i>42</i>	<i>53</i>	<i>95</i>	5d10	1/7 PL	2
DX Adjust	+ <u>8</u>	Medium Weapons	<i>0</i>	<i>53</i>	<i>53</i>	4d10	1/5 PL	3
IN Adjust	+ <u>7</u>	Short Weapons	<i>0</i>	<i>53</i>	<i>53</i>	3d10	1/4 PL	4
Other	+ _____	Hand Weapons	<i>1</i>	<i>53</i>	<i>54</i>	2d10	1/3 PL	5
Adj. Base	= <u>53</u>	Open Hand	<i>37</i>	<i>53</i>	<i>90</i>	1d10	1/2 PL	5
ST Adjust to Damage	<u>8</u>	Short Distance	<i>0</i>	<i>53</i>	<i>53</i>	2d10	1/3 PL	4
		Medium Distance	<i>0</i>	<i>53</i>	<i>53</i>	3d10	1/4 PL	3
		Long Distance	<i>27</i>	<i>53</i>	<i>80</i>	4d10	1/5 PL	2
		Other	<i>0</i>	<i>53</i>	<i>53</i>			

Mage

		Proficiency	Prof. Levels	+ Adj. Base	= PCA
Class Base	_____	Defensive			
CN Adjust	+ _____	Elemental			
IN Adjust	+ _____	Necromancy			
WI Adjust	+ _____	Offensive			
Other	+ _____	Psycho-Sensory			
Adj. Base	= _____	Sorcery			
ST Adjust to Damage	_____	Weapon:			

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 7

IN Adjust \times 2 = Number of Primary Skill Levels 14

Primary Skill Levels: 52 \div 10 = Primary Competency Level 5.2

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Tracking</i>	<i>12</i>	30	<i>7</i>	<i>0</i>	<i>15</i>	<i>64</i>
2. <i>Swimming</i>	<i>12</i>	30	<i>7</i>	<i>8</i>		<i>57</i>
3. <i>Ride Land Creature</i>	<i>6</i>	30	<i>7</i>	<i>8</i>		<i>51</i>
4. <i>Cooking</i>	<i>1</i>	30	<i>7</i>	<i>0</i>		<i>38</i>
5. <i>Read/Write Native (Kaymyn)</i>	<i>1</i>	30	<i>7</i>	<i>10</i>		<i>48</i>
6. <i>Prowl</i>	<i>14</i>	30	<i>7</i>	<i>8</i>		<i>59</i>
7. <i>Acrobatics</i>	<i>6</i>	30	<i>7</i>	<i>8</i>		<i>51</i>
8.		30				
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. <i>Identify Tracks</i>	<i>5</i>	15	<i>7</i>			<i>27</i>
2. <i>Read/Write Common</i>	<i>5</i>	15	<i>7</i>			<i>27</i>
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>Summon Animal</i>	<i>C</i>	<i>30</i>	<i>1% / year (50% max)</i>	<i>50</i>
Effects: <i>1 creature + 1/10 years, 1 mile radius</i>				
2. <i>Speak with Animals</i>	<i>C</i>	<i>30</i>	<i>1% / year (no max)</i>	<i>50</i>
Effects: <i>1 minute + 1 min / 5 years, must be undomesticated</i>				
3. <i>Hasten</i>	<i>M</i>	<i>30</i>	<i>1% / 5 years (no max)</i>	<i>34</i>
Effects: <i>1 minute + 1 min / 5 years</i>				

General Description

Height 7'6" Hair Color Brown Nightvision 90'
 Weight 250lbs. Eye Color Black Ground Speed 180'/5 sec

Morris is sekt described as "buff." He tends to be weapon happy and has a swift temper when provoked... swift enough to cause him to invoke his natural Hasten ability in a bar fight just so he can get 11 Open Hand attacks in 5 seconds. Yeah, he's kinda violent.

Defense Adjustments

Wooden Plate Mail (+30)
Leather Bracers (5)

Weapons

Long Sword (Fang, magical appears when called verbally or mentally)
Steel Long Bow
19 Blood Arrows (hollow)
20 Regular Arrows
5 Daggers

Equipment

Standard Adventurers' Backpack
1 bottle of Invisibility Potion
5 vials (15 doses) Healing Potion
Rations
Voucher for 170 Platinum (Bank of Myshella)
Ring (1 use)- Protection from sleep or necrosomnia spells

Organizational Memberships or Affiliations

Church of Myshella, closely associated with Solstice (which occasionally increases (or decreases, depending on your point of view) his notoriety)

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		