

Legendmaker

Fantasy Character Sheet

Player Name Penny Kajak
 Date of Creation Revised 11 July 1998
 Gamemaster Howard I. Scott, III
 Character Name Mycroft Rose Ravenbard
 Race Human
 Classes Thief
 Sex Female
 Natural Age 16 / Unnatural Age 19.3
 Religious Affiliation Ma'astrasha
 City of Origin Glen Lemond
 Social Status Mediocre (Poor in Cymor)

Defense Adjustment

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

Initiative

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

Character Level

Total Proficiency Levels 58 ÷ 10 = 5.8

Stats

ST: $\frac{30}{\text{Base}} + \frac{21}{\text{dV}} = \frac{51}{\text{Total ST}} \div 10 = \frac{5}{\text{ST Adjust}}$

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

DX: $\frac{30}{\text{Base}} + \frac{27}{\text{dV}} = \frac{57}{\text{Total DX}} \div 10 = \frac{5}{\text{DX Adjust}}$

IN: $\frac{40}{\text{Base}} + \frac{21}{\text{dV}} = \frac{61}{\text{Total IN}} \div 10 = \frac{6}{\text{IN Adjust}}$

WI: $\frac{40}{\text{Base}} + \frac{25}{\text{dV}} = \frac{65}{\text{Total WI}} \div 10 = \frac{6}{\text{WI Adjust}}$

CO: $\frac{40}{\text{Base}} + \frac{24}{\text{dV}} = \frac{64}{\text{Total CO}} \div 10 = \frac{6}{\text{CO Adjust}}$

Parry

Parry Base 5
 DX Adjust + 5
 Combat Adjust + 1
 Other Adjust + _____
 Adjusted Parry = 11 %

Damage Tolerance

Total ST 51
 Total CN + 47
 CN Adj. × CL + 20
 Max DT = 118
 Current DT 118

Weight Allowance

Total ST × 2 102 + ST Base 30 = 132 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>8</u> | Gold _____ |
| Platinum <u>25</u> | Platinum _____ |
| Gems _____ | Gems _____ |

Godcall

Godcall Base 10
 WI Adjust + 7
 Convert Points ÷ 10 + _____
 Used - _____
 Godcall = 17 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 4 + Other Adjust _____ + CL 5 = 24 %
 Psycho-Sensory 25 + WI Adjust 6 + Other Adjust _____ + CL 5 = 36 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 5 = 25 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 4 + Other Adjust _____ + CL 5 = 24 %
 Divine Influence 0 + WI Adjust 6 + Other Adjust _____ + CL 5 = 11 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 5 = 25 %

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 | _____ | 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 | <u>30</u> | Climb Walls | 6 | 46 | 52 |
| ST Adjust | + 5 | Deception | 14 | 46 | 60 |
| DX Adjust | + 5 | Disguise | 0 | 46 | 46 |
| IN Adjust | + 6 | Klepto-Concealment | 4 | 46 | 50 |
| Other | + _____ | Open Locks | 7 | 46 | 53 |
| Adj. Base | = 46 | Pick Pockets | 7 | 46 | 53 |
| ST Adjust to Damage | <u>5</u> | Prowl | 3 | 46 | 49 |
| | | Traps | 6 | 46 | 52 |
| | | Weapon: <i>Medium Weapons</i> | 10 | 46 | 56 |

Primary & Secondary Skills

IN Adjust = Number of Primary Skills 6

IN Adjust × 2 = Number of Primary Skill Levels 12

Primary Skill Levels: 32 ÷ 10 = Primary Competency Level 3.2

| Primary Skills | Skill Level | + Base | +IN Adjust | +Stat Adjust | + Other | = PCA |
|--------------------------------------|-------------|--------|------------|--------------|----------|-----------|
| 1. <i>Read/Write Native (Common)</i> | <i>1</i> | 30 | <i>6</i> | | <i>8</i> | <i>45</i> |
| 2. <i>Swimming</i> | <i>1</i> | 30 | <i>6</i> | <i>5</i> | | <i>42</i> |
| 3. <i>Gemology</i> | <i>3</i> | 30 | <i>6</i> | | | <i>39</i> |
| 4. <i>Ride Land Creature</i> | <i>5</i> | 30 | <i>6</i> | <i>5</i> | | <i>46</i> |
| 5. <i>Dancing</i> | <i>4</i> | 30 | <i>6</i> | <i>5</i> | | <i>45</i> |
| 6. <i>Bartending</i> | <i>20</i> | 30 | <i>6</i> | | | <i>56</i> |
| 7. | | 30 | | | | |
| 8. | | 30 | | | | |
| 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>Locate Secret Doors</i> | <i>10</i> | 15 | <i>6</i> | | | <i>31</i> |
| 2. <i>Forgery</i> | <i>6</i> | 15 | <i>6</i> | <i>5</i> | | <i>32</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. | | | | |
| Effects: | | | | |
| 2. | | | | |
| Effects: | | | | |
| 3. | | | | |
| Effects: | | | | |

General Description

Height 5'5" Hair Color Brown Nightvision Zero
 Weight 150 lbs. Eye Color Brown Ground Speed 100'/5 sec

Just your basic girl who likes a good party. Her life goal is to have fun and make a few gold pieces. She has the odd natural ability of a 100% chance to hit inanimate objects with her crossbow while intoxicated.

Defense Adjustments

Studded Leather

Weapons

Medium Sword (4d10)

Black Iron Dagger

Equipment

Standard Adventurers' Backpack

2 Wine Skins

4 Healing Potions

5,000 gp Necklace

10,000 gp broach (gold, amber, diamond, amethyst)

Necklace (silver and amethyst)

Ring (silver and amethyst)

Organizational Memberships or Affiliations

Psionic Abilities

Psi Points: Max 16 /Current 16

| 1st Level Spells | | Effects | Base | + WI Adj. × 2 | = PCA |
|------------------|-------------------------------|-------------------------------------|------|---------------|-----------|
| 1. | <i>Undetectable Deception</i> | <i>15 minutes</i> | 50 | <i>12</i> | <i>62</i> |
| 2. | <i>Detect Deception</i> | <i>15 minutes</i> | 50 | <i>12</i> | <i>62</i> |
| 3. | <i>Distract</i> | <i>1 creature</i> | 50 | <i>12</i> | <i>62</i> |
| 4. | <i>Pulse Wave</i> | <i>50' range, 1d10, 1' backward</i> | 50 | <i>12</i> | <i>62</i> |
| 5. | | | 50 | | |
| 2nd Level Spells | | | | | |
| 1. | <i>Command</i> | <i>2 minutes, 2 creatures</i> | 50 | <i>12</i> | <i>62</i> |
| 2. | <i>Befriend</i> | <i>2 hours, 2 creatures</i> | 50 | <i>12</i> | <i>62</i> |
| 3. | <i>Pass without Trace</i> | <i>20 minutes</i> | 50 | <i>12</i> | <i>62</i> |
| 4. | | | 50 | | |
| 3rd Level Spells | | | | | |
| 1. | <i>Silence</i> | <i>15 seconds, 15' radius</i> | 50 | <i>12</i> | <i>62</i> |
| 2. | <i>Heal</i> | <i>3d10</i> | 50 | <i>12</i> | <i>62</i> |
| 3. | | | 50 | | |
| 4th Level Spells | | | | | |
| 1. | | | 50 | | |
| 2. | | | 50 | | |
| 5th Level Spell | | | | | |
| 1. | | | 50 | | |