

Legendmaker

Fantasy Character Sheet

Player Name Trae Kemp
 Date of Creation Revised: 11 July 1998
 Gamemaster Howard I. Scott, III
 Character Name Osryk
 Race Half-Elf
 Classes Necrowarrior
 Sex Male
 Natural Age 19 / Unnatural Age 40
 Religious Affiliation None
 City of Origin Cymor
 Social Status Good

Character Level

Total Proficiency Levels 75 ÷ 10 = 7.5

Stats

ST: $\frac{30}{\text{Base}} + \frac{28}{\text{dV}} = \frac{58}{\text{Total ST}} \div 10 = \frac{5}{\text{ST Adjust}}$

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

DX: $\frac{50}{\text{Base}} + \frac{28}{\text{dV}} = \frac{78}{\text{Total DX}} \div 10 = \frac{7}{\text{DX Adjust}}$

IN: $\frac{50}{\text{Base}} + \frac{34}{\text{dV}} = \frac{84}{\text{Total IN}} \div 10 = \frac{8}{\text{IN Adjust}}$

WI: $\frac{20}{\text{Base}} + \frac{35}{\text{dV}} = \frac{55}{\text{Total WI}} \div 10 = \frac{5}{\text{WI Adjust}}$

CO: $\frac{50}{\text{Base}} + \frac{32}{\text{dV}} = \frac{82}{\text{Total CO}} \div 10 = \frac{8}{\text{CO Adjust}}$

Weight Allowance

Total ST × 2 116 + ST Base 30 = 146 lbs.

Personal Worth

In Hand		In Bank/Vault	
Copper	_____	Copper	_____
Silver	_____	Silver	_____
Gold	<u>124</u>	Gold	<u>10,156</u>
Platinum	<u>35</u>	Platinum	_____
Gems	<u>300 gp</u>	Gems	_____

Defense Adjustment

DX Adjust 7
 Armour Type DAP + 15
 Other DAP + _____
 Adjusted DAP = 23 %

Initiative

Initiative Base 10
 DX Adjust - 7
 Other to Initiative - _____
 Adjusted Initiative = 3

Parry

Parry Base 5
 DX Adjust + 7
 Combat Adjust + 1
 Other Adjust + _____
 Adjusted Parry = 13 %

Damage Tolerance

Total ST 58
 Total CN + 55
 CN Adj. × CL + 35
 Max DT = 148
 Current DT 148

Spell Points

Total IN or WI ÷ 5 16
 IN or WI Adj. × CL + 56
 Max Spell Points = 72
 Current Spell Points 72

Godcall

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

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 5 + Other Adjust _____ + CL 7 = 27 %
 Psycho-Sensory 25 + WI Adjust 5 + Other Adjust _____ + CL 7 = 37 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 7 = 27 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 5 + Other Adjust _____ + CL 7 = 27 %
 Divine Influence 0 + WI Adjust 5 + Other Adjust _____ + CL 7 = 12 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 7 = 27 %

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	0	50	50	6d10	No multiple attacks	
ST Adjust	+ 5	Long Weapons	1	50	51	5d10	1/7 PL	2
DX Adjust	+ 7	Medium Weapons	5	50	55	4d10	1/5 PL	3
IN Adjust	+ 8	Short Weapons	0	50	50	3d10	1/4 PL	4
Other	+ _____	Hand Weapons	2	50	52	2d10	1/3 PL	5
Adj. Base	= 50	Open Hand	2	50	52	1d10	1/2 PL	5
ST Adjust to Damage	<u>5</u>	Short Distance	0	50	50	2d10	1/3 PL	4
		Medium Distance	0	50	50	3d10	1/4 PL	3
		Long Distance	0	50	50	4d10	1/5 PL	2
		Other						

Mage

		Proficiency	Prof. Levels	+ Adj. Base	= PCA
Class Base	<u>30</u>	Defensive	0	48	48
CN Adjust	+ 5	Elemental	24	48	72
IN Adjust	+ 8	Necromancy	38	48	86
WI Adjust	+ 5	Offensive	0	48	48
Other	+ _____	Psycho-Sensory	1	48	49
Adj. Base	= 48	Sorcery	2	48	50
ST Adjust to Damage	<u>5</u>	Weapon: <i>N/A</i>			

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 × 2 = Number of Primary Skill Levels 16

Primary Skill Levels: 42 ÷ 10 = Primary Competency Level 4.2

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Read/Write (Common)</i>	2	30	8			40
2. <i>Read/Write Native (High Elf)</i>	2	30	8		8	48
3. <i>Identify Plants and Herbs</i>	12	30	8			50
4. <i>Botany</i>	2	30	8			40
5. <i>Gemology</i>	2	30	8			40
6. <i>Etiquette</i>	2	30	8			40
7. <i>Ride Land Creature</i>	8	30	8	5		53
8. <i>Swimming</i>	2	30	8	7		47
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: 10 ÷ 10 = Secondary Competency Level 1.0

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Medical</i>	5	15	8	5		33
2. <i>Medicinal</i>	5	15	8	5		33
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>	C	30%	+1% / 2 years of age	39%
Effects:	10 seconds + 5 seconds / 2 years of age, 5 foot radius + 1 foot / 2 years of age			
2. <i>Friend</i>	M	30%	1% / 2 years of age	39%
Effects:	1 creature			
3.				
Effects:				

General Description

Height 5'11" Hair Color Black Nightvision 60'
 Weight 160 lbs. Eye Color Black Ground Speed 120'/5 sec

Osryk began seeking evil retribution for his sucky life, but he always ended up fighting for the good guys. Now he's in training to be a Necrowarrior, so he can seek evil retribution even more successfully while fighting for the good guys.

Defense Adjustments

Breastplate (+15)

Weapons

Long Sword (4d10)

Dagger

Equipment

5 Sets of Nice Clothing

5 Nice Cloaks

Ring of Floating Fall (4 Charges)

Circlet of Mind Shield

Staff- Neutralize Poison (10 Charges)

Organizational Memberships or Affiliations

Cymorian Sorcerers' Circle

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		