

Legendmaker

Fantasy Character Sheet

Player Name Howard I. Scott, III
 Date of Creation 1 Jan 1998
 Gamemaster _____
 Character Name Shelia
 Race 1/2 Elf
 Classes Mage
 Sex Female
 Natural Age 23 / Unnatural Age 46
 Religious Affiliation Kadok Fra Wyrd
 City of Origin D'rkwyrd
 Social Status Respected (and feared)

Defense Adjustment

DX Adjust 7
 Armour Type DAP + 30
 Other DAP + 5
 Adjusted DAP = 42 %

Initiative

Initiative Base 10
 DX Adjust - 7
 Other to Initiative - 0
 Adjusted Initiative = 3

Parry

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

Character Level

Total Proficiency Levels 89 ÷ 10 = 8.9

Stats

ST: $\frac{30}{\text{Base}} + \frac{24}{\text{dV}} = \frac{54}{\text{Total ST}} \div 10 = \frac{5}{\text{ST Adjust}}$

CN: $\frac{30}{\text{Base}} + \frac{18}{\text{dV}} = \frac{48}{\text{Total CN}} \div 10 = \frac{4}{\text{CN Adjust}}$

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

IN: $\frac{50}{\text{Base}} + \frac{33}{\text{dV}} = \frac{83}{\text{Total IN}} \div 10 = \frac{8}{\text{IN Adjust}}$

WI: $\frac{20}{\text{Base}} + \frac{26}{\text{dV}} = \frac{46}{\text{Total WI}} \div 10 = \frac{4}{\text{WI Adjust}}$

CO: $\frac{50}{\text{Base}} + \frac{39}{\text{dV}} = \frac{89}{\text{Total CO}} \div 10 = \frac{8}{\text{CO Adjust}}$

Damage Tolerance

Total ST 54
 Total CN + 48
 CN Adj. × CL + 32
 Max DT = 134
 Current DT 134

Spell Points

Total IN or WI ÷ 5 17
 IN or WI Adj. × CL + 64
 Max Spell Points = 81
 Current Spell Points 81

Weight Allowance

Total ST × 2 108 + ST Base 30 = 138 lbs.

Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold <u>679</u>	Gold <u>4000</u>
Platinum _____	Platinum _____
Gems _____	Gems _____

Godcall

Godcall Base 10
 WI Adjust + 4
 Convert Points ÷ 10 + _____
 Used - _____
 Godcall = 14 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 4 + Other Adjust _____ + CL 8 = 27 %
 Psycho-Sensory 25 + WI Adjust 4 + Other Adjust _____ + CL 8 = 37 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 8 = 28 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 4 + Other Adjust _____ + CL 8 = 27 %
 Divine Influence 0 + WI Adjust 4 + Other Adjust _____ + CL 8 = 12 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 8 = 28 %

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	5	46	51
CN Adjust	+ <u>4</u>	Elemental	7	46	53
IN Adjust	+ <u>8</u>	Necromancy	45	46	91
WI Adjust	+ <u>4</u>	Offensive	8	46	54
Other	+ _____	Psycho-Sensory	7	46	53
Adj. Base	= 46	Sorcery	5	46	51
ST Adjust to Damage	<u>5</u>	Weapon: <i>Medium Weapons</i>	12	46	58

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: 114 \div 10 = Primary Competency Level 11.4

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Read/Write Native (Wood Elf)</i>	<i>27</i>	30	<i>8</i>	<i>11</i>		<i>76</i>
2. <i>Ride Land Creature</i>	<i>8</i>	30	<i>8</i>	<i>7</i>		<i>53</i>
3. <i>Swimming</i>	<i>10</i>	30	<i>8</i>	<i>5</i>		<i>53</i>
4. <i>Pharmacology</i>	<i>22</i>	30	<i>8</i>			<i>60</i>
5. <i>Medical</i>	<i>8</i>	30	<i>8</i>	<i>4</i>		<i>50</i>
6. <i>Medicinal</i>	<i>12</i>	30	<i>8</i>	<i>4</i>		<i>54</i>
7. <i>Unarmed Martial Arts</i>	<i>17</i>	30	<i>8</i>	<i>5</i>		<i>60</i>
8. <i>Long Bow</i>	<i>10</i>	30	<i>8</i>	<i>5</i>		<i>53</i>
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: 16 \div 10 = Secondary Competency Level 1.4

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Ride Land Creature</i>	<i>1</i>	15	<i>3</i>	<i>9</i>		<i>28</i>
2. <i>Alchemy</i>	<i>11</i>	15	<i>3</i>			<i>29</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>Aura Illumination</i>	<i>C</i>	<i>30%</i>	<i>1% / 10 years (no max)</i>	<i>32%</i>
Effects: <i>10 sec + 5 sec / 10 years, 5' 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>32%</i>
Effects: <i>1 question + 1 / 10 years (creature must be partially elven)</i>				
3. <i>Animal Messenger</i>	<i>C</i>	<i>30%</i>	<i>1% / 10 years (no max)</i>	<i>32%</i>
Effects: <i>1 hour + 5 minutes / year (woodland creature only)</i>				

General Description

Height 5'2" Hair Color Red Nightvision 60
 Weight 105 lbs. Eye Color Green Ground Speed 140'/5 sec

Shelia knows she's attractive and dresses to accentuate that. Shee is well aware of her sexuality and enjoys indulging herself when there is time. She has spent the last few years trying to impress Drynalarlar, Court Mage of D'rkwyrid, building up her strength in the school of Necromancy.

Defense Adjustments

Chain Mail (+30)

Plate Mail Collar (+5)

Weapons

Long Sword (4d10)

Long Bow

20 Arrows

Equipment

Standard Adventurers' Backpack x2

Cloak

High Leather Boots

Organizational Memberships or Affiliations

Church of Kadok Frah Wyrd of D'rkwyrid

Sorcorers' Circle of D'rkwyrid

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		