

Legendmaker

Fantasy Character Sheet

Player Name Howard I. Scott, III
 Date of Creation 26 October 1997
 Gamemaster Trae Kemp
 Character Name Solstice
 Race Human
 Classes Fighter
 Sex Male
 Natural Age 25 / Unnatural Age 25
 Religious Affiliation Church of Myshella
 City of Origin Cymor
 Social Status Good, but unstable (he's an asshole)

Character Level

Total Proficiency Levels 45 ÷ 10 = 4.5

Stats

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

CN: $\frac{30}{\text{Base}} + \frac{33}{\text{dV}} = \frac{63}{\text{Total CN}} \div 10 = \frac{6}{\text{CN Adjust}}$

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

IN: $\frac{40}{\text{Base}} + \frac{28}{\text{dV}} = \frac{68}{\text{Total IN}} \div 10 = \frac{6}{\text{IN Adjust}}$

WI: $\frac{40}{\text{Base}} + \frac{17}{\text{dV}} = \frac{57}{\text{Total WI}} \div 10 = \frac{5}{\text{WI Adjust}}$

CO: $\frac{40}{\text{Base}} + \frac{38}{\text{dV}} = \frac{78}{\text{Total CO}} \div 10 = \frac{7}{\text{CO Adjust}}$

Weight Allowance

Total ST × 2 96 + ST Base 30 = 126 lbs.

Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold <u>75</u>	Gold <u>1077</u>
Platinum <u>90</u>	Platinum <u>550</u>
Gems _____	Gems _____

Defense Adjustment

DX Adjust 5
 Armour Type DAP + 35
 Other DAP + 0
 Adjusted DAP = 40 %

Initiative

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

Parry

Parry Base 5
 DX Adjust + 5
 Combat Adjust + 4
 Other Adjust + _____
 Adjusted Parry = 14 %

Damage Tolerance

Total ST 48
 Total CN + 63
 CN Adj. × CL + 24
 Max DT = 135
 Current DT 135

Spell Points

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

Godcall

Godcall Base 10
 WI Adjust + 5
 Convert Points ÷ 10 + _____
 Used - _____
 Godcall = 15 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 6 + Other Adjust _____ + CL 4 = 25 %
 Psycho-Sensory 25 + WI Adjust 5 + Other Adjust _____ + CL 4 = 34 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 4 = 24 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 6 + Other Adjust _____ + CL 4 = 25 %
 Divine Influence 0 + WI Adjust 5 + Other Adjust _____ + CL 4 = 9 %
 Other Schools 20 + No Adjust _____ + Other Adjust _____ + CL 4 = 24 %

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	45	45	6d10	No multiple attacks	
ST Adjust	+ 4	Long Weapons	0	45	45	5d10	1/7 PL	2
DX Adjust	+ 5	Medium Weapons	22	45	67	4d10	1/5 PL	3
IN Adjust	+ 6	Short Weapons	0	45	45	3d10	1/4 PL	4
Other	+ _____	Hand Weapons	10	45	55	2d10	1/3 PL	5
Adj. Base	= 45	Open Hand	11	45	56	1d10	1/2 PL	5
ST Adjust to Damage	4	Short Distance	0	45	45	2d10	1/3 PL	4
		Medium Distance	5	45	50	3d10	1/4 PL	3
		Long Distance	0	45	45	4d10	1/5 PL	2
		Other	0	45	45			

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 6

IN Adjust × 2 = Number of Primary Skill Levels 12

Primary Skill Levels: 53 ÷ 10 = Primary Competency Level 5.3

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Acrobatics</i>	<i>14</i>	30	<i>6</i>	<i>5</i>		<i>55</i>
2. <i>Poisons (fast gel)</i>	<i>13</i>	30	<i>6</i>			<i>49</i>
3. <i>Read/Write Native (Common)</i>	<i>8</i>	30	<i>6</i>	<i>12</i>		<i>56</i>
4. <i>Ride Land Creature</i>	<i>4</i>	30	<i>6</i>	<i>4</i>		<i>44</i>
5. <i>Swimming</i>	<i>8</i>	30	<i>6</i>	<i>4</i>		<i>56</i>
6. <i>Tracking</i>	<i>6</i>	30	<i>6</i>			<i>42</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>Gemology</i>	<i>3</i>	15	<i>6</i>			<i>24</i>
2. <i>Herbology</i>	<i>3</i>	15	<i>6</i>			<i>22</i>
3. <i>Prestidigitation</i>	<i>12</i>	15	<i>6</i>	<i>5</i>		<i>38</i>
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 6'2" Hair Color Black Nightvision Zero
 Weight 225 lbs. Eye Color Blue Ground Speed 100'/5 sec

Solstice is tall. And he smiles a lot. And he's good at smiling. His dress resembles a Holy Warrior of Myshella- cloak, robe, holy symbols all over. His belt is a heavy chain doubled around his waist. It and the cloak seem to move of their own accord. His sword is decorated as a holy weapon of Myshella. Did I mention that he smiles a lot?

Defense Adjustments

Chain Mail (+30)

Shield (+5)

Weapons

One Handed Long Sword (4d10)

Short Bow (3d10)

20 arrows

5 Daggers (2d10)

Chain Belt prevents back attack

Equipment

Standard Adventurers' Backpack x2

Cloak (Myshellan Holy Warrior)

Calf High Hard Leather Boots

Leather Gauntlets

Heavy Leather Pouch

War Horse and Tack

Silver Holy Symbol on Chain

3 Blessed Holy Symbols

Organizational Memberships or Affiliations

Warrior of Myshella in Gymor

Psionic Abilities

Psi Points: Max _____ /Current _____

1st Level Spells

Effects

Base + WI Adj. × 2 = PCA

1st Level Spells	Effects	Base	+ WI Adj.	× 2 = PCA
1. <i>Holy Signal Vision</i>	<i>allows Solstice to see Holy Signals</i>	50		100%
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		
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