

# Legendmaker

Fantasy Character Sheet

Player Name \_\_\_\_\_  
 Date of Creation \_\_\_\_\_  
 Gamemaster \_\_\_\_\_  
 Character Name \_\_\_\_\_  
 Race \_\_\_\_\_  
 Classes \_\_\_\_\_  
 Sex \_\_\_\_\_  
 Natural Age \_\_\_\_\_ / Unnatural Age \_\_\_\_\_  
 Religious Affiliation \_\_\_\_\_  
 City of Origin \_\_\_\_\_  
 Social Status \_\_\_\_\_

## Character Level

Total Proficiency Levels \_\_\_\_\_ ÷ 10 = \_\_\_\_\_

## Stats

**ST:**  $\frac{\text{Base}}{\text{Base}} + \frac{\text{dV}}{\text{dV}} = \frac{\text{Total ST}}{\text{Total ST}} \div 10 = \frac{\text{ST Adjust}}{\text{ST Adjust}}$

**CN:**  $\frac{\text{Base}}{\text{Base}} + \frac{\text{dV}}{\text{dV}} = \frac{\text{Total CN}}{\text{Total CN}} \div 10 = \frac{\text{CN Adjust}}{\text{CN Adjust}}$

**DX:**  $\frac{\text{Base}}{\text{Base}} + \frac{\text{dV}}{\text{dV}} = \frac{\text{Total DX}}{\text{Total DX}} \div 10 = \frac{\text{DX Adjust}}{\text{DX Adjust}}$

**IN:**  $\frac{\text{Base}}{\text{Base}} + \frac{\text{dV}}{\text{dV}} = \frac{\text{Total IN}}{\text{Total IN}} \div 10 = \frac{\text{IN Adjust}}{\text{IN Adjust}}$

**WI:**  $\frac{\text{Base}}{\text{Base}} + \frac{\text{dV}}{\text{dV}} = \frac{\text{Total WI}}{\text{Total WI}} \div 10 = \frac{\text{WI Adjust}}{\text{WI Adjust}}$

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

## Weight Allowance

Total ST × 2 \_\_\_\_\_ + ST Base \_\_\_\_\_ = \_\_\_\_\_ lbs.

## Personal Worth

In Hand	In Bank/Vault
Copper _____	Copper _____
Silver _____	Silver _____
Gold _____	Gold _____
Platinum _____	Platinum _____
Gems _____	Gems _____

## Defense Adjustment

DX Adjust \_\_\_\_\_  
 Armour Type DAP + \_\_\_\_\_  
 Other DAP + \_\_\_\_\_  
**Adjusted DAP** = \_\_\_\_\_%

## Initiative

Initiative Base 10  
 DX Adjust - \_\_\_\_\_  
 Other to Initiative - \_\_\_\_\_  
**Adjusted Initiative** = \_\_\_\_\_

## Parry

Parry Base 5  
 DX Adjust + \_\_\_\_\_  
 Combat Adjust + \_\_\_\_\_  
 Other Adjust + \_\_\_\_\_  
**Adjusted Parry** = \_\_\_\_\_%

## Damage Tolerance

Total ST \_\_\_\_\_  
 Total CN + \_\_\_\_\_  
 CN Adj. × CL + \_\_\_\_\_  
**Max DT** = \_\_\_\_\_  
**Current DT** \_\_\_\_\_

## Spell Points

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

## Godcall

Godcall Base 10  
 WI Adjust + \_\_\_\_\_  
 Convert Points ÷ 10 + \_\_\_\_\_  
 Used - \_\_\_\_\_  
**Godcall** = \_\_\_\_\_%

## Resistance Rolls

### Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%  
 Psycho-Sensory 25 + WI Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%  
 Other Schools 20 + No Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%

### Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%  
 Divine Influence 0 + WI Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%  
 Other Schools 20 + No Adjust \_\_\_\_\_ + Other Adjust \_\_\_\_\_ + CL \_\_\_\_\_ = \_\_\_\_\_%

**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	_____	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 \_\_\_\_\_

IN Adjust × 2 = Number of Primary Skill Levels \_\_\_\_\_

Primary Skill Levels: \_\_\_\_\_ ÷ 10 = Primary Competency Level \_\_\_\_\_

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		30				
2.		30				
3.		30				
4.		30				
5.		30				
6.		30				
7.		30				
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: \_\_\_\_\_ ÷ 10 = Secondary Competency Level \_\_\_\_\_

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1.		15				
2.		15				
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:				

