

Character Lilith Diremane
 Alignment Neutral Race Human Class Mage (Viraço Sorceress) Level 1
 Player's Name Çandı Z. Family/Clan The Diremanes of Eldor
 Homeland Eldor Patron Deity
 Liege/Patron Social Class Lower Upper Class Player Character Record
 Appearance Birth Date Birth Rank first # Siblings 2
 Sex female Age 26 Height 5'8" Family History legit birth, great honor Middle Age 41
 Hair Eyes Weight 124 lbs. Appearance BMI 27
 Character Quirks & Flaws Close Talker, Tone Deaf



Handedness right

BASE	%	ABILITY	ABILITIES	MOVEMENT	SAVING THROWS
12	23%	STrength	Dmg Mod 1 Feat of STR 1 Lift (lbs.) 215 Carry (lbs.) 56 Drag (lbs.) 538	BASE RATE (1/7sec.)	d20p+1
17	3%	INTelligence	Attack Mod. 2 Max. spells /M 4 chance to learn spell 75%	Walk 5 5.00	d20p+17 vs. poison
8	15%	WISdom	init. Mod. 3 Defense Mod. -1	Jog 10 10.00	
8	51%	DEXterity	init. Mod. 3 Attack Mod. -1 Defense Mod. -1	Sprint 15 15.00	
17	2%	CONstitution	Turning Mod. 4	Run 20 20.00	
10	54%	LOOKs	Benefit: -1 to all rolls, 20% EP penalty, -10 to re-roll, -1 to adjust	from standing must walk or jog	
12	13%	CHARisma	Lower 11-20 Current 21+ Higher 21+	stop sprint or run takes 10' over 1 sec.	
4	Dis	HONor	Fame 3	Base to Hit	
BASE		Base Def.	Armor	Shield Saves	HIT POINTS
		-3	DR 2 Type none	Dmg Required Save	30
		or	Init Speed Move		Last HP rolle 3
		-7	+ Absorbs hp		Max 30 HD type: d 4
			<small>C = 1/2 dmg (use high die) H = 1/2 dmg (use low die) P = 1 pt.</small>		Wounds
			Base Init. 2		1. 4. 7.
			Knock-Back 15		2. 5. 8.
					3. 6. 9.

COMBAT

Weapon	spear	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
Attack Bonus	1			1								
Speed	12 or 8											base speed 12 8 size 1
Initiative	8		2	6								reach 10'
Defense	-3 or -7			-2				-1				draw 2 sec. base fatigue -4
Damage	2d6p+4 or 1d6+4			1								base damage 2d6p type P
Specialization	+1	+2	+3	+4	+5							Spec costs depend on class
Attack	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							replace x with
Speed	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							Fighter 5 Thief 7 Cleric 8
Defense	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							Mage 10
Damage	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							
Notes	2d6p, 12(8), L, 10', P											Min weapon speed: Small 2, Med 3, Large 4

Combat Options: actively crouch behind shield, Coup de Grace, Jab (with some weapons), Hold at Bay, Aggressive Attack, Give Ground, Fight Defensively, Full Parry, Charge, Ready against Charge, Critical Hit (20), Near Perfect Defense (19), Perfect Defense (20), Miss (1), Fumble (1), Draw an Attack (1), Flee, Fighting Withdrawal

Proficiencies longbow, spear

Magical Transcription _____

SPELL POINTS 140

Special Abilities (Talents, Class & Racial Abilities, etc.)

Fast Healer (talent)

Tough Hide (talent)

special list of available weapons

+3 to hit and damage on first blow vs. male under 5th level who has no female companions

Spells Prepared (apprentice, journeyman, 2 1st level)	
<input checked="" type="checkbox"/> Springing (apprentice)	<input checked="" type="checkbox"/> Candlelight (journeyman)
<input checked="" type="checkbox"/> Scorch (1st-level)	<input checked="" type="checkbox"/> Shift Blame (1st-level)
Defense Rolls	
Casting a Spell or Surprised: d8p	
Attacked from Rear: d8p + mods	
Moving target of ranged attack: d20p	
Standard w/out shield: d20p-4 + mods	
Standard w/ shield: d20p + mods	
Stationary target of ranged attack: d12p	
If target of ranged attack in melee: d20p+6	
4+ attackers to front/sides: d12p+mods	
fleeing an opponent: d10p, no shield	

COMBAT

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes	RoF	12
longbow													
Attack Bonus	1		1								Distance (ft.)	Attack Die	
Speed	12										5-60	d20p	
Initiative	8	2	6								61-120	d12p	
Defense	-7		-2					-1			121-160	d8p	
Damage	2d8p		1								161-210	d4p	
Specialization	+1	+2	+3	+4	+5	Spec costs depend on class							
Attack	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	replace x with							
Speed	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	Fighter 5 Thief 7 Cleric 8							
Defense	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	Mage 10							
Damage	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)								
Notes	2d8p, RoF 12, M, P, Base Fatigue -4											Min weapon speed: Small 2, Med 3, Large 4	

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
Attack Bonus	1		1								
Speed	or										base speed size
Initiative	8	2	6								reach
Defense	-3 or -7		-2					-1			draw
Damage			1								base damage type
Specialization	+1	+2	+3	+4	+5	Spec costs depend on class					
Attack	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	replace x with					
Speed	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	Fighter 5 Thief 7 Cleric 8					
Defense	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)	Mage 10					
Damage	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (30 BP)	<input type="checkbox"/> (40 BP)	<input type="checkbox"/> (50 BP)						
Notes	Min weapon speed: Small 2, Med 3, Large 4										

Gear			Supplies		
Item	Location	Wt.	Item	Location	Wt.
leather boots	feet	0.50	wool cloak	cloak	1.50
wool trousers	legs	0.25	inherited sickle	belt	0.03
wool tunic	torso	0.50	woolen blanket	backpack	1.50
linen undershirt	torso	0.50	tinderbox	backpack	0.05
leather belt	belt	0.25	whetstone	backpack	0.05
spell book	backpack	1.50	candles x 12	pouch	0.50
small belt pouches x 3	backpack	0.75	torches x 6	backpack	3.00
leather backpack	backpack	1.00	wineskin (2 qt.)	shoulder	2.00
trail rations x 12	backpack	21.42	dried frogs legs x 14	pouch	
thick robes	armor	1.00	gum tar x 20	pouch	
longbow	back	1.50			
great arrows x 24	quiver				
large belt pouch	belt	1.00			
ink, black, 1 oz x 5	backpack	0.25			
			coins		1.01
			Move penalty	56	Total
			1		40.05

Supplies				
Water/Wine				
x				
Rations		Trail		
x	x	x	x	
x	x	x	x	
x	x	x	x	
Rations		Standard		
Feed				

Experience

0
For Next Level
400
Accumulated Build Points
0

Treasure

Coins	Qty	Wt.	Other Valuables
Brass	1	0.01	
Copper	4	0.05	
Silver	76	0.95	
Gold			
Platinum			
Gems			

Miscellaneous Information (Personal notations, Magical Items, Command Words, Spells, etc.)

both parents are living, and loving, born in a rural hamlet

Languages	Mastery Level	Literate?	Current Skill Level	Current Skill Mastery	Mastery die rolled to train	Difficulty	Modifier to Skill check roll
Brandobian (native)	91		0	unskilled	d12p	Trivial	-90
			01-25	novice	d12p	Easy	-80
Merchant Tongue	52	57	26-50	average	d8p	Average	-40
			51-75	advanced	d6p	Difficult	0
			76-87	expert	d4p	Very Difficult	+10
			88-100	master	d3p		

Universal Skills	Mastery Level	Universal Skills	Mastery Level	Universal Skills	Mastery Level	Other Skills	Mastery Level
Acting (lks, Cha)	%	Fire-Building (Wis)	%	Rope Use (Dex)	%	Alchemy	38 %
Animal Husbandry (Wis)	%	Glean Info (Int, Wis, Cha)	%	Salesmanship (Intm, Wis, Cha)	%	Animal Empathy	30 %
Animal Mimicry (Wis)	%	Hiding (Int, Dex)	%	Seduction, Art of (Cha, Lks)	%	Animal Training	15 %
Boating (Wis)	%	Interrogation (Wis, Cha)	%	Sneaking (Dex)	%	Appraising (artwork)	27 %
Cartography if literate (Int)	%	Intimidation (Str, Cha)	%	Survival (Wis, Con)	%	Arcane Lore	63 %
Climbing/ Rapelling (Str, Dex)	%	Listening (Wis)	%	Torture (Int)	%	Botany	52 %
Current Affairs (Wis)	30	Observation (Wis)	%	Tracking (Wis)	%	Monster Lore	40 %
Diplomacy (Cha)	%	Pick Pocket (Dex)	%		%	Riding (horse)	12 %
Disguise (Int, Cha)	%	Reading Lips (Int)	%		%		%
Distraction (Cha)	46	Recruiting (Cha)	%		%		%
Escape Artist (Int, Dex)	%	Resist Persuasion (Wis)	%		%		%

Last Will and Testament: I, _____ do hereby _____

Racial Preferences

Elves	Dwarves	Halflings	Humans
Tolerate	Tolerate	Like	Prefer

Alignment

Neutral Good. These characters believe in a balance between the needs of society and those of the individual. Individual freedoms are curtailed when necessary to promote the greater good, but the needs of the individual are also important, sometimes even to the detriment of society as a whole.

Quirks & Flaws

Close Talker. This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one to two feet of his audience. Even when sitting at a table, he leans forward to be as near the listener as possible. Of course, many folk don't appreciate that and most close talkers seem to get into more brawls than most.

Tone Deaf. A character with this flaw is completely tone deaf. He couldn't sing a proper song to save his life. Those with this malady are unable to gain proficiency in musical instruments or singing.

Talents

Fast Healer. The fast healing individual is blessed with a body capable of healing faster than normal. He regains Hit Points at a faster rate than normal. Each wound point heals, except the final point, one day faster than normal. The final point heals in just 12 hours instead of one day.

For example, a 3 hp wound normally takes six ($3+2+1=6$) days to heal: three days for the first point healed, two days for the next and one day for the last point. A character with Fast Healer would recover in just three and a half days ($2+1+0.5=3.5$).

Tough Hide. A few rare characters are unusually stoic and can shake off wounds far easier than the norm. Such characters receive a -1 Damage Reduction bonus to any wound suffered. This bonus stacks if the character is wearing armor.

Siblings

1. younger sister, deceased
2. younger brother, deceased

Ranged Weapons

Longbow

Ready carried - 1 sec.

Pull arrow - 2 secs.

Knock arrow = 3 secs.

Draw - 2 secs.

Aim - 4 secs.

Fire - 1 sec.

Level Up

Class Advancement Table

Level	Hit Die (d4)	Spell Pts	sv vs spell	Attack Bonus	Initiative
1	1	140	0	0	+2
2	1 + re-roll	190	+1	0	+2
3	2	260	+1	0	+2
4	2 + re-roll	340	+2	0	+2
5	3	430	+2	+1	+1
6	3 + re-roll	530	+3	+1	+1
7	4	640	+3	+1	+1
8	4 + re-roll	760	+4	+1	+1
9	5	890	+4	+1	+1
10	5 + re-roll	1030	+5	+1	+1

Proficiencies. Any weapon other than staff or dagger costs double BP.

Cannot wear light, med or heavy armor

can take shield prof., but cannot cast while wearing one

Purchasing Other Skills: May purchase Language: Merchant Tongue for 50% BP

+3 in arcane lore at each level