

Character Lindel Solarian  
 Alignment Neutral Good Race Human Class Cleric Level 2  
 Player's Name Canđi Z. Family/Clan Solarians of Pel Brolenon  
 Homeland Pel Brolenon, Brandobia Patron Deity The Caregiver (anointed)  
 Liege/Patron \_\_\_\_\_ Social Class Lower Upper Class Player Character Record  
 Appearance \_\_\_\_\_ Birth Date Harvest 15 Birth Rank only child # Siblings \_\_\_\_\_  
 Sex female Age 21 Height 5'9" Family History both parents alive, great honor Middle Age 41  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Weight 133 lbs. Appearance \_\_\_\_\_ BMI 28  
 Character Quirks & Flaws Sterile, Superstitious (blue is lucky)



Handedness right

BASE	%	ABILITY	MOVEMENT	SAVING THROWS
10	17%	<b>STREngth</b>	<b>BASE RATE (ft./sec.)</b>	d20p+2
13	56%	<b>INTelligence</b>	Walk 5 3.75	immune to fear and some spells
18	18%	<b>WISdom</b>	Jog 10 7.50	
11	32%	<b>DEXterity</b>	Sprint 15 11.25	+1 to fear saves for allies within 10'
13	7%	<b>CONstitution</b>	Run 20 15.00	
18	51%	<b>LOOKS</b>	from standing must walk or jog	d20p+13 vs poison
20	75%	<b>CHARisma</b>	stop sprint or run takes 10' over 1 sec.	
51	Great	<b>HONor</b>	<b>Base to Hit</b>	

BASE	Base Def.	Armor	DR	Type	Shield Saves	HIT POINTS	Last HP rolle
4	Body	chainmail	5	Heavy	12 d20+6	31	8
OR	Shield	medium	2	Speed	18 d20	<b>Max</b> 31	HD type: d 8
-6	Cover	16 (11)	6	Absorb	24 d20-6	<b>Wounds</b>	
	Defenses	fatigue = 0 when wearing shield			30 destroyed	1. 4. 7.	
					Base Init. 0	2. 5. 8.	
					Knock-Back 15	3. 6. 9.	

Threshold of Pain 10 Trauma Save 6 fail, incap, (roll-save) x 5 secs Knock-Back 15

### COMBAT

Weapon	Staff	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	1			1								
<b>Speed</b>	15							2				base speed 13 size L
<b>Initiative</b>	3		0	1				2				reach 8'
<b>Defense</b>	-2 then -6			3				-5				draw 2 secs base fatigue -1
<b>Damage</b>	2d4p+3			0	0							base damage 2d4p type C
<b>Specialization</b>	+1	+2	+3	+4	+5							Spec costs depend on class
Attack	(8 BP)	(16 BP)	(24 BP)	(32 BP)	(40 BP)							replace x with
Speed	(8 BP)	(16 BP)	(24 BP)	(32 BP)	(40 BP)							Fighter 5 Thief 7 Cleric 8
Defense	(8 BP)	(16 BP)	(24 BP)	(32 BP)	(40 BP)							Mage 10
Damage	(8 BP)	(16 BP)	(24 BP)	(32 BP)	(40 BP)							
Notes	2d4p, 13, L, 8, crushing, effective STR 16/11											

**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 <u>sling, staff</u>	<b>LUCK POINTS</b>
Armors: All + shields	
Maintenance & Upkeep	
	N/A

**Special Abilities (Talents, Class & Racial Abilities, etc.)**  
 Turn Undead (cleric)  
 May cast healing spells as if 1 level higher (cleric of the Caregiver)  
 Fast Healing (Talent)  
 Fast Turning (Talent)  
 Follow-through Healing (Talent)  
 Immune to: befriending, cause fear, charm person, command, hypnotism, forget, hold person, ray of enfeeblement, scare, fear  
 base fat = -2(CON)-3(WIS)+3(hvy armor)+1(Enc)=-1

Spells Prepared (1 1st-level, 1 2nd level, 1 1st or 2nd level))
<input type="checkbox"/> alleviate trauma
<input type="checkbox"/> cure minor wounds
<b>Defense Rolls</b>
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	10
Sling													
<b>Attack Bonus</b>	1		1								Distance (ft.)	Attack Die	
<b>Speed</b>	12						2				5-40	d20p	
<b>Initiative</b>	3	0	1				2				41-80	d12p	
<b>Defense</b>	-6		3				-5				81-120	d8p	
<b>Damage</b>	d4p+d6p-1		0								121-160	d4p	
<b>Specialization</b>	+1	+2	+3	+4	+5	Spec costs depend on class replace x with Fighter 5   Thief 7   Cleric 8 Mage 10							
Attack	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)								
Speed	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)								
Defense	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)								
Damage	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)								
Notes	d4p+d6p, RoF 10, S P, Base Fatigue -1											Min weapon speed: Small 2, Med 3, Large 4	

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	1		1								
<b>Speed</b>	2 or 2						2				base speed   size
<b>Initiative</b>	3	0	1				2				reach
<b>Defense</b>	4 or -6		3				-5	6			draw
<b>Damage</b>			0								base damage   type
<b>Specialization</b>	+1	+2	+3	+4	+5	Spec costs depend on class replace x with Fighter 5   Thief 7   Cleric 8 Mage 10					
Attack	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)						
Speed	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)						
Defense	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)						
Damage	☐ (8 BP)	☐ (16 BP)	☐ (24 BP)	☐ (32 BP)	☐ (40 BP)						
Notes	Min weapon speed: Small 2, Med 3, Large 4										

**Level 1**

Alleviate Trauma
Celestial Prognosis (HJ 32)
Ceremony: Consecrate Divine Icon
Cure Minor Wound
Diagnos Injuries (HJ 31)
Extend Fuel
Induce Sobriety (HJ 31)
Inflict Trifling Injury (HJ 31)
Influence, Minor (HJ 31)
Know North (HJ 31)
Moderate Emotion: Cause Fear
Moderate Emotion: Reduce Fear (HJ 31)
Purify Water
Sense Divine Magic (HJ 31)
Sense Presence of Evil (HJ 31)
Sense Presence of Good (HJ 31)

**Level 2**

Aggravate Pain
Alter Emotion: Frighten (HJ 31)
Bless
Bless Weapon (HJ32)
Ceremony: Anoint
Consecrate Armor (HJ 32)
Cure Light Wounds
Curse, Petty (HJ 31)
Inflict Minor Wound (HJ 31)
Innocuousness
Moderate Elemental Damage
Moderate Personal Climate (HJ 31)
Purify Food (HJ 31)
Rejuvenate (HJ 32)
Sanctify Weapon (HJ 32)
Sterilize (HJ 31)
Taint Water (HJ 32)
Unyielding (HJ 32)

Gear			Location			Wt.			Item			Location			Wt.		
leather boots	feet	0.50	ink, black x 2 oz.	backpack	0.10	small belt pouches x 2	belt	0.50									
wool trousers	legs	0.25	miner's lantern	backpack	1.50	leather backpack	back	1.00									
wool tunic	torso	0.50	lamp oil x 1	backpack	0.50	trail rations x 7	backpack	12.50									
linen undershirt	torso	0.50	ax-hammer	backpack	2.50	inherited javelin	home										
leather belt	belt	0.25	woolen blanket	backpack	1.50	inherited padded armor	home										
chainmail	armor	20.00	chalk x 7	backpack	0.35	inherited chainmail helmet	helmet										
med. shield	l. arm	5.00	flint & steel	backpack	0.05	inherited llama w/ basic tack	led										
staff	r. hand	2.00	mess kit	backpack	1.00	deed parcel	backpack	0.01									
slings	belt	0.05	tinderbox	backpack	0.10	flask lamp oil x 2	backpack	1.00									
slings bullet x 22	pouch 1	5.50	whetstone	backpack	0.10	blue dress	llama										
wineskin	l. shoulder	2.00	50' rope	backpack	10.00												
silver divine icon	neck	0.50	spikes x 6	backpack	3.00	coins		1.10									
vellum	backpack	0.01	torches x 11	backpack	5.50	Move penalty		44 Total									
quill pen	backpack	0.13	wool cloak	cloak	1.50			0.75 80.98									

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

**Experience**

824
For Next Level
1200
Accumulated Build Points
0

**Treasure**

Coins	Qty	Wt.	Other Valuables
Brass	8	0.10	1 sp and 1 cp are group treasure
Copper	8	0.10	
Silver	72	0.90	
Gold			
Platinum			
Gems			

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

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)	83	18	0	unskilled	d12p	Trivial	-90
Merchant Tongue (lr)	78	58	01-25	novice	d12p	Easy	-80
			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)	57	Rope Use (Dex)	%	Botany (Int)	27 %
Animal Husbandry (Wis)	%	Glean Info (Int, Wis, Cha)	%	Salesmanship (Intm, Wis, Cha)	%	Cooking/ Baking (Int, Wis)	91 %
Animal Mimicry (Wis)	%	Hiding (Int, Dex)	-20	Seduction, Art of (Cha, Lks)	%	Divine Lore (Wis)	55 %
Boating (Wis)	%	Interrogation (Wis, Cha)	%	Sneaking (Dex)	-35	Fast Talking (Cha)	97 %
Cartography if literate (Int)	%	Intimidation (Str, Cha)	%	Survival (Wis, Con)	51	First Aid (Wis)	136 %
Climbing/ Rapelling (Str, Dex)	-35	Listening (Wis)	-10	Torture (Int)	%	Leadership, Basic	55 %
Current Affairs (Wis)	%	Observation (Wis)	37	Tracking (Wis)	%	Looting, Basic	35 %
Diplomacy (Cha)	85	Pick Pocket (Dex)	-30		%	Religion, General (Wis)	44 %
Disguise (Int, Cha)	%	Reading Lips (Int)	%		%	Religion (Caregiver) (Wis)	103 %
Distraction (Cha)	101	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

**Superstitious.** Characters who are superstitious feel they can control what happens to them by avoiding certain actions or performing certain rituals.

Believes blue is lucky. Only wears clothing of this color. Prefers animals and items of this color and those who wear this color.

**Sterile.** While this might be considered a boon to those lecherous types fearful of the long term consequences of their debauchery, it can be problematic in that the afflicted character cannot produce heirs.

### Deity

Caregiver

Alignment: Neutral Good

Spheres of Influence: Healing, Hope, Mercy

Tenets of the Faith: Priests of the Caregiver (also known as the Lord of Silver Linings and the Lord of the Blue Sky) strive to maintain a positive outlook on life and prefer to avoid combat. If necessary, however, they will certainly enter battle. They may even initiate the attack if they feel the situation requires decisive action.

However, they are never vengeful. Like their deity, they only intervene in conflicts to provide balance and mercy to the losers. The Caregiver's priests, who call themselves the Merciful Fates, are best known as healers.

They watch over the sick or disabled and tend them until they have healed. This makes them welcome in most societies and favorites in adventuring bands. The Merciful Fates also love to see others make their dreams come true. They try to help people fulfill their hopes by offering their services in any way they can. Like Caregiver, clerics often assist others in times of need regardless of the person's alignment.

Preferred Weapon: Staff

Other Weapons Permitted: Any crushing weapon; must take proficiency in sling (at half standard BP cost)

Armor Permitted: Any

Divine Icon: A capital psi with a circle above the center arm

Bonus Skills: Cooking/Baking, First Aid (additional purchases cost 2 BP)

Powers: Turn Undead; immunity to fear (such as from a ghoul's touch); cleric also provides a +1 bonus against fear effects to allies within a 10 foot radius; may cast healing spells as if one level higher (i.e. a 1st level cleric may substitute Cure Minor Wound for Cure Trifling Injury).

About the Church of Everlasting Hope

Priesthood: The Merciful Fates

Symbol: The divine icon (see above) set atop a rainbow.

Colors: Sky blue, rainbow, silver

Place of Worship: Open air temples

Holy Days: The first day of each month is celebrated by praying for one's hopes and dreams for the coming month. The last day of each month is reserved for atonement for one's transgressions during the preceding month.

Sacrifice: A concoction of rare herbs on a monthly basis and the healing of all those in need.

### Goods

Deed parcel is to a wooden home in a city in the country's borders on 2/7 of an acre

### Ranged Weapons

#### Sling.

Ready carried - 1 sec.

Load - 2 secs.

Spin - 2 secs.

Aim - 4 secs.

Recovery Time - 2 secs.

owed 6sp, 2cp, 5bp by Bellipar the painter

## Level Up

### Class Advancement Table

Level	Hit Die (d8)	Attack Bonus	Initiative
1	1	0	+1
2	1 + re-roll	0	+1
3	2	+1	+1
4	2 + re-roll	+1	+1
5	3	+1	+1
6	3 + re-roll	+2	0
7	4	+2	0
8	4 + re-roll	+2	0
9	5	+3	0
10	5 + re-roll	+3	0

### Proficiencies.

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

Receives +5 to Religion (The Caregiver) each level.

Religion (any) costs 1BP per roll

Receive +3 to divine lore each level

Cooking/ Baking and First Aid cost 2BP per mastery roll