

Character Transen Doerenn  
 Alignment Chaotic Neutral Race Human Class Mage Level 2  
 Player's Name Jay L. Family/Clan Doerenns of Eldor  
 Homeland Eldor, Brandobia Patron Deity The Caregiver (anointed)  
 Liege/Patron \_\_\_\_\_ Social Class Lower Middle Class Player Character Record  
 Appearance olive skin Birth Date Reaping 9 Birth Rank first # Siblings 4  
 Sex male Age 27 Height 5'8" Family History legit. Birth, family no honor Middle Age 41  
 Hair red Eyes grey/hazel Weight 143 lbs. Appearance \_\_\_\_\_ BMI 31  
 Character Quirks & Flaws Anosmia, Fear of Heights



Handedness right

BASE	%	ABILITIES	MOVEMENT	SAVING THROWS
10	29%	<b>STrength</b> Dmg Mod 0 Feat of STR 0 Lift (lbs.) 194 Carry (lbs.) 44 Drag (lbs.) 485	<b>BASE RATE (1/7sec.)</b> Walk 5 5.00	d20p+2
17	18%	<b>INTElligence</b> Attack Mod. 2 Max. spells /M 4 chance to learn spell 75%	Jog 10 10.00	d20p+3 vs spell
9	49%	<b>WISdom</b> Init. Mod. 3 Defense Mod. -1	Sprint 15 15.00	d20p+9 vs. poison
16	6%	<b>DEXterity</b>	Run 20 20.00	
9	8%	<b>CONStitution</b>	from standing must walk or jog	
16	3%	<b>LOOKs</b>	stop sprint or run takes 10' over 1 sec.	
14	4%	<b>CHARisma</b>	Turning Mod. 4	
36	avg	<b>HONor</b>	<b>Benefit:</b> 1 mulligan per session, +1 to any die roll per session, -10 to re-roll, -1 to adjust	
		<b>Lower</b> 15-30 <b>Current</b> 31+ <b>Higher</b>	<b>Base to Hit</b> _____	

BASE	Base Def.	Armor	Dmg Required Save	HIT POINTS	Last HP rolle
2	Body <u>thick robes</u>	<b>DR</b> 1 Type <u>none</u>		22	3
or	Shield _____	<b>Init</b> _____ <b>Speed</b> _____ <b>Move</b> _____		<b>Max</b> 22	HD type: d 4
-2	Cover _____	<b>Absorbs</b> _____ <b>hp</b> _____		<b>Wounds</b>	
	Defenses _____	<small>0 = 1/2 dmg (use high die) H = 1/2 dmg (use low die) P = 1 pt.</small>	<b>Base Init.</b> 2	1. 4. 7.	
	<b>Threshold of Pain</b> 8	<b>Trauma Save</b> 4 fail, incap, (roll-save) x 5 secs	<b>Knock-Back</b> 15	2. 5. 8.	
				3. 6. 9.	

**COMBAT**

Weapon	dagger +1	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	6			5						1		
<b>Speed</b>	6 or 4											base speed 7 5 size s
<b>Initiative</b>	3		2	1								reach 1'
<b>Defense</b>	-2			3				-1				draw 1 sec. base fatigue
<b>Damage</b>	2d4p+1 or 1d4+1			0						1		base damage 2d4p type P
<b>Specialization</b>	+1	+2	+3	+4	+5							Spec costs depend on class replace x with
Attack	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							Fighter 5 Thief 7 Cleric 8
Speed	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							Mage 10
Defense	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							
Damage	(10 BP)	(20 BP)	(30 BP)	(40 BP)	(50 BP)							
Notes	2d4p, 7(5), 5, 1, P											

**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 dagger, sling

Magical Transcription \_\_\_\_\_

**SPELL POINTS**  
190

Special Abilities (Talents, Class & Racial Abilities, etc.)  
 Fast Healer (talent)  
 \_\_\_\_\_  
 base fat = 1(CON)+0(WIS)-1(no armor)= 0  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Spells Prepared (apprentice, journeyman, 1st level, 2nd level)	
<input type="checkbox"/> Fire Finger (apprentice)	<input type="checkbox"/> Bar Portal (journeyman)
<input type="checkbox"/> Deep Sleep (1st-level)	<input type="checkbox"/> pending research (2nd-level)
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
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	10
sling													
<b>Attack Bonus</b>	5		5								Distance (ft.)	Attack Die	
<b>Speed</b>	10										5-40	d20p	
<b>Initiative</b>	3	2	1								41-80	d12p	
<b>Defense</b>	-2		3					-1			81-120	d8p	
<b>Damage</b>	d4p+d6p		0								121-160	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	d4p+d6p, RoF 10, S, P, Base Fatigue 0												
											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>	5		5								
<b>Speed</b>	or										base speed size
<b>Initiative</b>	3	2	1								reach
<b>Defense</b>	2 or -2		3					-1			draw
<b>Damage</b>			0								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			Location			Wt.			Item			Location			Wt.		
leather boots	feet	0.50	wool cloak	cloak	1.50	Elm King parchm	backpack										
wool trousers	legs	0.25	vellum sheets x 5	backpack	0.03												
wool tunic	torso	0.50	woolen blanket	backpack	1.50												
linen undershirt	torso	0.50	chalk x 10	backpack	0.05												
leather belt	belt	0.25	flint & steel	backpack	0.05												
spell book	backpack	1.50	mess kit	backpack	0.50												
small belt pouches x 2	backpack	0.50	brass signal mirror	backpack	0.50												
leather backpack	backpack	1.00	tinderbox	backpack	0.05												
trail rations x 7	backpack	12.50	whetstone	backpack	0.05												
thick robes	armor	1.00	torch x 5	backpack	2.50												
dagger x 3	belt	1.50	wineskin (2 qt.) x 2	shoulder	4.00												
sling	belt	0.05	quill pen x 4	backpack	0.50	coins		0.55									
bullets x 18	pouch 1	4.50	fine sand x 16	pouch		Move penalty	44	Total									
ink, black, 1 oz	backpack	0.05	dagger #1	belt	0.50	1		36.87									

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

### Experience

709
For Next Level
1200
Accumulated Build Points
2

### Treasure

Coins	Qty	Wt.	Other Valuables
Brass	12	0.06	
Copper	3	0.04	
Silver	36	0.45	
Gold			
Platinum			
Gems			

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

both parents are living, mom was loving, dad was indifferent, 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)	95		0	unskilled	d12p	Trivial	-90
Merchant Tongue	44	21	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)	%	Rope Use (Dex)	%	Appraisal (artwork) (Int)	23 %
Animal Husbandry (Wis)	%	Glean Info (Int, Wis, Cha)	%	Salesmanship (Intm, Wis, Cha)	%	Arcane Lore (Int)	34 %
Animal Mimicry (Wis)	%	Hiding (Int, Dex)	%	Seduction, Art of (Cha, Lks)	%	Fast Talking (Cha)	24 %
Boating (Wis)	%	Interrogation (Wis, Cha)	%	Sneaking (Dex)	%	Gambling (Wis, Cha)	16 %
Cartography if literate (Int)	%	Intimidation (Str, Cha)	%	Survival (Wis, Con)	%	History, Ancient (Int)	21 %
Climbing/ Rapelling (Str, Dex)	%	Listening (Wis)	%	Torture (Int)	%	Monster Lore (Int)	43 %
Current Affairs (Wis)	%	Observation (Wis)	%	Tracking (Wis)	%	Swimming (Str, Con)	18 %
Diplomacy (Cha)	18	Pick Pocket (Dex)	%		%		%
Disguise (Int, Cha)	%	Reading Lips (Int)	%		%		%
Distraction (Cha)	%	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

**Chaotic Neutral.** Complete and total freedom of the individual is paramount for these characters. They follow no strict codes and do not believe in laws or society. They behave as they like, but don't go out of their way to injure others or help them for that matter.

### Quirks & Flaws

**Fear of Heights.** Characters with this quirk irrationally fear that they will fall to their (painful) death whenever confronted with a sharp change in elevation of 10 or more feet. While they are distrustful of ropes and bridges, flight is a complete non-starter and they never consciously allow themselves to become airborne whether through a spell, device or on the back of a creature. When in a location where falling is a possibility, they must fight defensively for fear of their momentum carrying them over the edge. Climbing or rappelling down a rope or crossing a bridge requires a successful Wisdom check. Should they fail, they actively resist any attempt to force them into the precarious situation.

**Anosmia.** People with anosmia have no sense of taste or smell. This is mistakenly believed to be an advantage by some adventurers as it permits them to enter areas with extremely strong odors that would repel others. A serious problem stemming from this flaw is that an individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. Because he has never experienced the revulsion of tasting and immediately spitting out putrid food, neither has he had the visual cues identifying such noxious stuff burned into his brain. Anosmiacs are very prone to food poisoning and dysentery.

### 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 ( $2+1+0.5=3.5$ ).

### Siblings

1. younger sister, very close
2. younger sister, deceased
3. younger sister, very close
4. younger brother, natural relationship

### Ranged Weapons

#### Sling.

Ready carried - 1 sec.

Load - 2 secs.

Spin - 2 secs.

Aim - 4 secs.

Recovery Time - 2 secs.

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

## 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