

# GATEWAR

BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA

## Character Generator Workbook



While the Character Sheet has everything on it needed to play, it doesn't have room to go into any detail on how you arrived at those numbers. The Character Workbook provides you with the opportunity to record all the information about a character during its generation. This is particularly useful when guiding a group of new players through creating their character or anytime the need may arise to check over math or the method of generation.

The first section is an example showing how the Workbook was used in the creation of Belsar Adin, a pre-generated character included in this package. A blank copy of the Workbook then follows for you to photocopy or print multiple copies.

You may find the Skill Improvement Table (also available at the GateWar web site) to be a major benefit when dividing up or checking skill points.

Keep in mind that characters can spend skill points on weapons that they do not have. For example, the character may have been trained in the militia on a weapon but can not currently afford to purchase the weapon himself or its weight maybe impractical for the hiking adventurer.

**Note that all page number references in the Workbook apply to the GateWar manual.**



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NAME **Belsar Adin**

CF = 151

Race/Type ..... Wellan

Spec Char Attributes: ..... —

Description: ..... Thin, straight pale blonde hair, ice green eyes, buck teeth

Blunt features, Quick tempered

Married

Sex/Age..... Male / 17

Hometown ..... Old Capital

	(Initial Roll)	[Racial Factor]	{Other Factor}	Final Stat	Description
STR .....	( <u>20</u> )	+ [ <u>+1</u> ]	+ { _____ }	= <u>21</u>	= <b>STR</b> <u>Invincible</u>
CON ....	( <u>14</u> )	+ [ _____ ]	+ { _____ }	= <u>14</u>	= <b>CON</b> <u>Above Average</u>
DEX .....	( <u>20</u> )	+ [ _____ ]	+ { _____ }	= <u>20</u>	= <b>DEX</b> <u>Nimble</u>
INT .....	( <u>15</u> )	+ [ _____ ]	+ { _____ }	= <u>15</u>	= <b>INT</b> <u>Bright</u>
MPT .....	( <u>19</u> )	+ [ <u>+3</u> ]	+ { _____ }	= <u>22</u>	= <b>MPT</b> <u>Opulent</u>
APP .....	( <u>13</u> )	+ [ _____ ]	+ { _____ }	= <u>13</u>	= <b>APP</b> <u>Average</u>
LUK .....	( <u>5</u> )	+ [ _____ ]	+ { _____ }	= <u>5</u>	= <b>LUK</b> <u>Star-crossed</u>

SIZ:..... 19 Frame: Hefty Ht: 7' 0" Wt: 326 lbs (Use charts pg 14 & 15)

### CHARACTER ENHANCEMENTS

**NOTE! \*\* The following category is out of order!**

Handedness.....1d100 = 54 Right (pg 32)

Interests .....1d100 = # of interests: 96-00 = Roll Twice 76 - 95 = 2 11 - 75 = 1 01 - 10 = 0

Nature (pg 32)

Animal Hides

Mental Quirks..... Dremlephobia Major Phobia (pg 33)

(Fear of dremles)

Materialism.....1 d100 = 62 Normal (pg 33)

Morals .....1d100 + [Modifier] = 18 + [ — ] = 18 Lusty (pg 33)

Bravery.....1d100 + [Modifier] = 22 + [ — ] = 22 Cautious (pg 35)

CF Check = 1/1 Modifier Notes: Prefers to fight from distance (pg 31)

**PROFESSIONAL SKILLS** (See Charts on page 36)

- Roll 1d100 for # of Professions... 99-00 = 4 91-98 = 3 61-90 = 2 **19-60 = 1** 01-10 = 0
- Roll 1d100 for name of each Profession from chart.
- Roll 5d10 and add INT for BC
- Multiply by any racial modifiers for Skill Level
- Use Skill Level to look up Proficiency Level and Pay Modifier
- from Professions chart, look up normal pay and then multiply by Pay Modifier for final Adj Wages
- Look up in manual for further description of abilities at that proficiency level (note the lesser abilities also)

Racial Predispositions: ~~2 x BC Husbandman~~  
OR  
2 x BC Merchant

Profession	BC (INT+5d10)	Racial Mod	Skill Level	Proficiency Level	Pay Modifier	Normal Wage	Adj Wage
Merchant	(15 + 38)	x 2	= 106	Master	3	x 4d10	= 12d10
Description: <u>Banker / Landsman (Money Husbandry)</u>							
Outdoorsman	(15 + 42)	x —	= 57	Apprentice	0.5	x 3d4	= 3d2
Description: <u>Banker / Landsman (Money Husbandry)</u>							
_____	(_____ + _____)	x _____	= _____	_____	_____	x _____	= _____
Description: _____							
_____	(_____ + _____)	x _____	= _____	_____	_____	x _____	= _____
Description: _____							
_____	(_____ + _____)	x _____	= _____	_____	_____	x _____	= _____
Description: _____							

**PREVIOUS MAGICAL EXPERIENCE** (See page 21)

# of successful decreasing rolls = 2 Results: \_\_\_\_\_ x +1 MPT = \_\_\_\_\_ MPT pts  
 \_\_\_\_\_ x 1 spell of choice = \_\_\_\_\_ chosen spells  
2 x 2 random spells = 4 random spells

Known Spells	Type/Cost		
A) <u>Spell Absorption</u>	<u>3</u>	G)	_____
B) <u>Spell Bluff</u>	<u>1</u>	H)	_____
C) <u>Magic Leech</u>	<u>V</u>	I)	_____
D) <u>Heal / Mend</u>	<u>V</u>	J)	_____
E) _____	_____	K)	_____
F) _____	_____	L)	_____

**MENTAL SKILLS** (Total Pts added: 150 Usually 150)

	(Usual BC)	[Racial Factor]	{Other Factor}	Adjusted BC		Pts Added		Final Stat
Hearing .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>25</u>	=	<u>50</u>
Identify Alien .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>15</u>	=	<u>30</u>
Identify Vinyan .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>15</u>	=	<u>40</u>
Interracial Relations .....								
Vinyan Common .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>25</u>	=	<u>50</u>
.....	( )	+ [_____]	+ {_____}	= _____	+	_____	=	_____
.....	( )	+ [_____]	+ {_____}	= _____	+	_____	=	_____
.....	( )	+ [_____]	+ {_____}	= _____	+	_____	=	_____
Know Alien Legends .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>15</u>	=	<u>30</u>
Know Vinyan Legends ...	(20)	+ [_____]	+ { <sup>(Hometown)</sup> <u>+10</u> }	= <u>30</u>	+	<u>10</u>	=	<u>40</u>
Oration .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>—</u>	=	<u>15</u>
Read/Write .....	(10)	+ [_____]	+ {_____}	= <u>10</u>	+	<u>10</u>	=	<u>20</u>
Smell/Taste .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>25</u>	=	<u>50</u>
Touch .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>—</u>	=	<u>25</u>
Vision .....	(25)	+ [ <u>+15</u> ]	+ {_____}	= <u>40</u>	+	<u>10</u>	=	<u>50</u>

**PHYSICAL SKILLS** (Total Pts added: \_\_\_\_\_ Usually 150)

	(Usual BC)	[Racial Factor]	{Other Factor}	Adjusted BC		Pts Added		Final Stat
30- SIZ= 30 - <u>19</u> = <u>11</u>								
Bash .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>15</u>	=	<u>30</u>
Climbing .....	(30)	+ [_____]	+ {_____}	= <u>30</u>	+	<u>—</u>	=	<u>30</u>
Dodge .....	30 - SIZ= ( <u>11</u> )	+ [_____]	+ {_____}	= <u>11</u>	+	<u>11</u>	=	<u>22</u>
Grapple .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>15</u>	=	<u>30</u>
Jumping .....	(35)	+ [_____]	+ {_____}	= <u>35</u>	+	<u>7</u>	=	<u>42</u>
Hide .....	30 - SIZ= ( <u>11</u> )	+ [_____]	+ {_____}	= <u>11</u>	+	<u>11</u>	=	<u>22</u>
Manipulate Mechanism .....	(20)	+ [_____]	+ {_____}	= <u>20</u>	+	<u>20</u>	=	<u>40</u>
Quiet Movement ....	30 - SIZ= ( <u>11</u> )	+ [_____]	+ {_____}	= <u>11</u>	+	<u>11</u>	=	<u>22</u>
Riding .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>—</u>	=	<u>25</u>
Swimming .....	(25)	+ [_____]	+ {_____}	= <u>25</u>	+	<u>—</u>	=	<u>25</u>
Trip .....	(15)	+ [_____]	+ {_____}	= <u>15</u>	+	<u>60</u>	=	<u>50</u>

## HIT POINTS

(Use chart on page 30      Reminder: Wt= 326)

Head = ..... 8

Chest = ..... 17

Abdomen = ..... 13

Left Arm = ..... 10

Right Arm = ..... 10

Left Leg = ..... 12

Right Leg = ..... 12

Total = BLOOD PNTS = ..... 82

Pass Out = Blood Pts x 0.75 = 62      Die = Blood Pts x 0.5 = 41

(Round Down)

## MISCELLANEOUS ABILITIES

Att Cat Modifier:

If DEX=... <7, AC Mod=+2      07-10, AC Mod=+1      11-14, AC Mod=0      15-21, AC Mod=-1      >21, AC Mod=-2

Att Cat Modifier = -1

Balance = (DEX x 4) + LUK = ( 20 x 4) + 5 = 85

Combat Bonus Damage:

Avg = (STR + SIZ) ÷ 2 = ( 21 + 19 ) ÷ 2 = 20

If Avg =, then DAM BONUS=      01-04 = DAM Bonus= -1d4      05-08 = DAM Bonus=-1d2      09-12 = DAM Bonus= 0  
13-16 = DAM Bonus= +1d4      17-20 = DAM Bonus=+1d6      21-44, = DAM Bonus= +2d6

For each 4 pts above 24, add +1d6)

DAM Bonus= +1d6

Fame = 20 + 1 + 15 + 20 + 0 + 20 = 76 (See chart & info pg 26)

Ingenious Idea = 1 + [(INT+LUK) ÷ 10] = 1 + [ ( 15 + 5 ) ÷ 10 ] = 3.0

Perception = (Hearing + Smell + Vision) ÷ 3 = ( 50 + 50 + 50 ) ÷ 3 = 50

Poison Resistance/Drinking Capacity = (2 x SIZ) + CON = (2 x 19) + 14 = 52

Strength Capacity = STR FACTOR (See chart on page 27!) x Weight = 3.0 x 326 = 978

Surprise Reaction = {Perception + [(LUK + DEX) x 3]} ÷ 3 = { 50 + [ ( 5 + 20 ) x 3 ] } ÷ 3 = 42

Tote Capacity = TOTE FACTOR (See chart on page 28!) x STR CAPACITY = 0.5 x 978 = 489

Weapon Ability (WA) = [ (STR + SIZ) x 2 ] + DEX = [ ( 21 + 19 ) x 2 ] + 20 = 100

Reminder: WA= 100

**HAND HELD**

Weapon Name	Weapon BC	(DEX)	[Misc Mod]	Adj BC	Carrying?
_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>35</u> = <u>70</u> Crit/Spec/Fumble: <u>04 / 11 / 99</u>					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>5</u> = <u>40</u>					
<b>(1H)</b> 2H, DAM= <u>2d6</u> , WA= <u>93</u> , Wt= <u>6</u> , Cost = <u>175</u> , DA= <u>16</u> , Att Cat = <u>III</u>					

_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= ( <u>50</u> ) + <u>35</u> = <u>85</u> Crit/Spec/Fumble: <u>04 / 13 / 99</u>					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= ( <u>50</u> ) + <u>0</u> = <u>50</u>					
<b>(1F)</b> <b>(1H)</b> 2H, DAM= <u>1d4</u> , WA= <u>95</u> , Wt= <u>—</u> , Cost = <u>—</u> , DA= <u>Armor Type</u> , Att Cat = <u>I</u>					

_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: _____/_____/_____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt= _____, Cost = _____, DA= _____, Att Cat = _____					

_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: _____/_____/_____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt= _____, Cost = _____, DA= _____, Att Cat = _____					

**SHIELD**

_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>5</u> = <u>40</u> Crit/Spec/Fumble: <u>02 / 06 / 97</u>					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>35</u> = <u>70</u>					
<b>(1H)</b> 2H, DAM= <u>1d8</u> , WA= <u>85</u> , Wt= <u>13</u> , Cost = <u>100</u> , DA= <u>25</u> , Att Cat = <u>IV</u>					

Reminder: WA= 100

### MISSILES

Weapon Name	Weapon BC	(DEX)	[Misc) Mod]	Adj BC	Carrying?
_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>35</u> = <u>70</u> Crit/Spec/Fumble: <u>04 / 11 / 99</u>					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= ( <u>35</u> ) + <u>35</u> = <u>70</u>					
<b>(1H)</b> 2H, Reload = <u>8</u> , DAM= <u>2d8</u> , WA= <u>49</u> , Wt= <u>14</u> , Cost = <u>250</u> , DA= <u>14</u> , Att Cat = <u>I</u> , Pull= <u>750</u> , Range (S-M-L) = <u>13 - 42 - 90</u> , GSS= <u>—</u>					
_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: _____/_____/_____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, Reload = _____, DAM= _____, WA= _____, Wt= _____, Cost = _____, DA= _____, Att Cat = _____, Pull= _____, Range (S-M-L) = _____, GSS= _____					
_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: _____/_____/_____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, Reload = _____, DAM= _____, WA= _____, Wt= _____, Cost = _____, DA= _____, Att Cat = _____, Pull= _____, Range (S-M-L) = _____, GSS= _____					
_____	_____	_____	_____	_____	<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: _____/_____/_____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, Reload = _____, DAM= _____, WA= _____, Wt= _____, Cost = _____, DA= _____, Att Cat = _____, Pull= _____, Range (S-M-L) = _____, GSS= _____					

Don't forget that you can also improve your physical attacks - fist, kick and bite!  
They must be treated same as any weapon and improved with the others in like manner.

**EQUIPPING CHARACTER**

**WEALTH**  $1d4 \times 100 = \underline{1} \times 100 = \underline{100}$  CR  
 Each profession's max daily wages x 10 =  $\underline{126} \times 10 = \underline{1260}$  CR  
 TOTAL =  $\underline{1360}$  CR

**EQUIPMENT LIST** (Remember to include armor, weapons, provisions, etc)

Item	Cost (CR)	Weight	Item	Cost (CR)	Weight
Hard Leather Armor Suit (DA=3 all over)	391.2	48.9	Vinyan Survival Guide	40	2
Pole Arm	175	6	Kimbi Tooth Yanker	5	0.1
Large Shield	100	13			
Heavy Crossbow	250	14			
Clothing	—	10			
Backpack	8	2			
Quiver	5	1			
20 Bolts	50	6			
2 Bow Strings	6	.2			
1 day Food Rations	10	10			
Bedroll	15	4			
Large Sack	2	1			
3/8" Rope	200	10			
Lock Pick Set	100	1			

Remaining Wealth=  $\underline{2.8}$  Total Weight Carried =  $\underline{129.2}$

**MOVEMENT** (see charts on pg 52-54)

Total wt carried is...  ≤ 25% Tote Cap =  $\underline{122.25}$ , Encumb Mod = none Quiet Move Mod = none  
 ≤ 50% Tote Cap =  $\underline{244.50}$ , " " = x 0.75 (i.e., -1/4) " " " = x 0.75  
 ≤ 75% Tote Cap =  $\underline{366.75}$ , " " = x 0.5 (i.e., -1/2) " " " = x 0.5  
 ≤ full Tote Cap =  $\underline{489.0}$ , " " = x 0.25 (i.e., -3/4) " " " = x 0.25  
 ≤ Strength Cap =  $\underline{978.0}$ , " " = max 1 hex " " " = max .01%  
 per round

Adjusted Quiet Movement = (Final BC) x Quiet Mov Mod =  $\underline{22} \times \underline{0.75} = \underline{16.5}$  (17)

Melee Speed = Racial Speed + (Indiv speed var) + [Other Modifier] =  $\underline{7} + (\underline{0}) + [\underline{—}] = \underline{7}$

Action 1 = 1/2 Melee Speed, rounded down =  $\underline{3}$ , Action 2 = Melee Speed - Action 1 =  $\underline{4}$

Unencumbered Speed, [Action 1, Action 2]=  $\underline{7}$  " [ $\underline{3}$  ",  $\underline{4}$  "]

Encumbered = Speed x Encumb Mod =  $\underline{7} \times \underline{0.75} = \underline{6}$  " [ $\underline{3}$  ",  $\underline{3}$  "]

Daily Travel Rate: Unencumbered =  $\underline{33}$  miles/day Encumbered =  $\underline{28}$  miles/day (see chart pg 54)

**COMBAT FACTOR** (NOTE! round each entry UP!)

Base CF = Blood Total .....	<u>82</u>
MPT ÷ 2 = <u>22</u> ÷ 2 = <u>11</u> .....	<u>11</u>
MPR ÷ 3 = <u>—</u> ÷ 3 = <u>—</u> .....	<u>—</u>
# of Variable Spells known ÷ 2 = <u>2</u> ÷ 2 = <u>1</u> .....	<u>1</u>
# of Fixed Spells known ÷ 3 = <u>2</u> ÷ 3 = <u>0.67</u> .....	<u>1</u>
Minimum overall DA of armor ÷ 2 = <u>3</u> ÷ 2 = <u>1.5</u> .....	<u>2</u>
# of Hit Locations ÷ 3 = <u>7</u> ÷ 3 = <u>2.3</u> .....	<u>3</u>
Max Damage per Round ÷ 3 = <u>22</u> ÷ 3 = <u>7.3</u> .....	<u>8</u>
<i>Explain how:</i> <u>Crossbow (2d8) + Bonus (1d6)</u>	
Improved ATtacks of all carried weapons <u>265</u> ÷ 10 = <u>26.5</u> .....	<u>27</u>
Max Normal Movement Speed ÷ 3 = <u>7</u> ÷ 3 = <u>2.3</u> .....	<u>3</u>
Max Missile Range ÷ 10 = <u>90</u> ÷ 10 = <u>9</u> .....	<u>9</u>
Best Parry ÷ 20 = <u>70</u> ÷ 20 = <u>3.5</u> .....	<u>4</u>
<i>Explain how:</i> <u>Shield</u>	
If have Element Master potential or Drazzi = + 15 .....	<u>—</u>
If 1/2 Drazzi, +5 pt .....	<u>—</u>
If have access to poison, = +10.....	<u>—</u>
For each choking, communication, entanglement, parasitic Infestation, or shock (ex Zod Bow shock) or shock immunity, +5 .....	<u>—</u>
For each special abilities not mentioned or escape ability such as teleport, +10.....	<u>—</u>
<i>Explain :</i> _____	

TOTAL = CF = 151

Note: Go back and adjust Age by additional 20% for each mastered Skill

**NAME**

**CF =** \_\_\_\_\_

Race/Type ..... \_\_\_\_\_

Spec Char Attributes: ..... \_\_\_\_\_

Description: ..... \_\_\_\_\_

..... \_\_\_\_\_

..... \_\_\_\_\_

Sex/Age..... \_\_\_\_\_

Hometown ..... \_\_\_\_\_

<i>(Initial Roll)</i>	<i>[Racial Factor]</i>	<i>{Other Factor}</i>	<b>Final Stat</b>	<i>Description</i>
STR..... ( _____ ) + [ _____ ] + { _____ } =				= STR _____
CON .... ( _____ ) + [ _____ ] + { _____ } =				= CON _____
DEX..... ( _____ ) + [ _____ ] + { _____ } =				= DEX _____
INT..... ( _____ ) + [ _____ ] + { _____ } =				= INT _____
MPT..... ( _____ ) + [ _____ ] + { _____ } =				= MPT _____
APP ..... ( _____ ) + [ _____ ] + { _____ } =				= APP _____
LUK ..... ( _____ ) + [ _____ ] + { _____ } =				= LUK _____

**SIZ:**..... \_\_\_\_\_ Frame: \_\_\_\_\_ Ht: \_\_\_\_\_' \_\_\_\_\_" Wt: \_\_\_\_\_ (Use charts pg 14 & 15)

**CHARACTER ENHANCEMENTS**

**NOTE! \*\* The following category is out of order!**

Handedness.....1d100 = \_\_\_\_\_ (pg 32)

Interests .....1d100 = # of interests: 96-00 = Roll Twice 76 - 95 = 2 11 - 75 = 1 01 - 10 = 0

\_\_\_\_\_ (pg 32)

\_\_\_\_\_

\_\_\_\_\_

Mental Quirks..... \_\_\_\_\_ (pg 33)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Materialism.....1 d100 = \_\_\_\_\_ (pg 33)

Morals .....1d100 + [Modifier] = \_\_\_\_\_ + [ \_\_\_\_\_ ] = \_\_\_\_\_ (pg 33)

Bravery.....1d100 + [Modifier] = \_\_\_\_\_ + [ \_\_\_\_\_ ] = \_\_\_\_\_ (pg 35)

CF Check = \_\_\_\_\_ Modifier Notes: \_\_\_\_\_ (pg 31)

**PROFESSIONAL SKILLS** (See Charts on page 36)

- Roll 1d100 for # of Professions... 99-00 = 4 91-98 = 3 61-90 = 2 19-60 = 1 01-10 = 0
- Roll 1d100 for name of each Profession from chart.
- Roll 5d10 and add INT for BC
- Multiply by any racial modifiers for Skill Level
- Use Skill Level to look up Proficiency Level and Pay Modifier
- from Professions chart, look up normal pay and then multiply by Pay Modifier for final Adj Wages
- Look up in manual for further description of abilities at that proficiency level (note the lesser abilities also)

Racial Predispositions: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Profession</b>	<b>BC</b> <i>(INT+5d10)</i>	<b>Racial</b> <b>Mod</b>	<b>Skill</b> <b>Level</b>	<b>Proficiency</b> <b>Level</b>	<b>Pay</b> <b>Modifier</b>	<b>Normal</b> <b>Wage</b>	<b>Adj</b> <b>Wage</b>
_____	( ____ + ____ )	x ____	= ____	_____	_____ x _____	= _____	
<i>Description:</i> _____							
_____	( ____ + ____ )	x ____	= ____	_____	_____ x _____	= _____	
<i>Description:</i> _____							
_____	( ____ + ____ )	x ____	= ____	_____	_____ x _____	= _____	
<i>Description:</i> _____							
_____	( ____ + ____ )	x ____	= ____	_____	_____ x _____	= _____	
<i>Description:</i> _____							
_____	( ____ + ____ )	x ____	= ____	_____	_____ x _____	= _____	
<i>Description:</i> _____							

**PREVIOUS MAGICAL EXPERIENCE** (See page 21)

# of successful decreasing rolls = \_\_\_\_\_ Results: \_\_\_\_\_ x +1 MPT = \_\_\_\_\_ MPT pts  
 \_\_\_\_\_ x 1 spell of choice = \_\_\_\_\_ chosen spells  
 \_\_\_\_\_ x 2 random spells = \_\_\_\_\_ random spells

<b>Known Spells</b>	<b>Type/Cost</b>	
A) _____	_____	G) _____
B) _____	_____	H) _____
C) _____	_____	I) _____
D) _____	_____	J) _____
E) _____	_____	K) _____
F) _____	_____	L) _____

**MENTAL SKILLS** (Total Pts added: \_\_\_\_\_ Usually 150)

	(Usual BC)	[Racial Factor]	{Other Factor}	Adjusted BC	Pts Added	Final Stat
Hearing .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Identify Alien .....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Identify Vinyan .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Interracial Relations .....						
Vinyan Common .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
.....	( )	+ [_____]	+ {_____}	= _____	+ _____	= _____
.....	( )	+ [_____]	+ {_____}	= _____	+ _____	= _____
.....	( )	+ [_____]	+ {_____}	= _____	+ _____	= _____
Know Alien Legends .....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Know Vinyan Legends ...	(20)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Oration .....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Read/Write .....	(10)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Smell/Taste .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Touch .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Vision .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____

**PHYSICAL SKILLS** (Total Pts added: \_\_\_\_\_ Usually 150)

	(Usual BC)	[Racial Factor]	{Other Factor}	Adjusted BC	Pts Added	Final Stat
30- SIZ= 30 - _____ = _____						
Bash .....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Climbing.....	(30)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Dodge.....	30 -SIZ= (_____)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Grapple.....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Jumping .....	(35)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Hide.....	30 -SIZ= (_____)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Manipulate Mechanism.....	(20)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Quiet Movement ....	30 -SIZ= (_____)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Riding .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Swimming .....	(25)	+ [_____]	+ {_____}	= _____	+ _____	= _____
Trip.....	(15)	+ [_____]	+ {_____}	= _____	+ _____	= _____

**HIT POINTS** (Use chart on page 30 Reminder: Wt= \_\_\_\_\_)

Head = \_\_\_\_\_

Chest = \_\_\_\_\_

Abdomen = \_\_\_\_\_

Left Arm = \_\_\_\_\_

Right Arm = \_\_\_\_\_

Left Leg = \_\_\_\_\_

Right Leg = \_\_\_\_\_

Total = BLOOD PNTS = \_\_\_\_\_

Pass Out = Blood Pts x 0.75 = \_\_\_\_\_ Die = Blood Pts x 0.5 = \_\_\_\_\_

(Round Down)

**MISCELLANEOUS ABILITIES**

Att Cat Modifier:

If DEX=... <7, AC Mod=+2 07-10, AC Mod=+1 11-14, AC Mod=0 15-21, AC Mod= -1 >21, AC Mod=-2

Att Cat Modifier = \_\_\_\_\_

Balance = (DEX x 4) + LUK = ( \_\_\_\_\_ x 4) + \_\_\_\_\_ = \_\_\_\_\_

Combat Bonus Damage:

Avg = (STR + SIZ) ÷ 2 = ( \_\_\_\_\_ + \_\_\_\_\_ ) ÷ 2 = \_\_\_\_\_

If Avg =, then DAM BONUS= 01-04 = DAM Bonus= -1d4 05-08 = DAM Bonus=-1d2 09-12 = DAM Bonus= 0  
13-16 = DAM Bonus= +1d4 17-20 = DAM Bonus=+1d6 21-44, = DAM Bonus= +2d6  
For each 4 pts above 24, add +1d6)

DAM Bonus= \_\_\_\_\_

Fame = \_\_\_\_\_ = \_\_\_\_\_ (See chart & info pg 26)

Ingenious Idea = 1 + [ (INT+LUK) ÷ 10 ] = 1 + [ ( \_\_\_\_\_ + \_\_\_\_\_ ) ÷ 10 ] = \_\_\_\_\_

Perception = (Hearing + Smell + Vision) ÷ 3 = ( \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ ) ÷ 3 = \_\_\_\_\_

Poison Resistance/Drinking Capacity = (2 x SIZ) + CON = (2 x \_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_

Strength Capacity = STR FACTOR (See chart on page 27!) x Weight = \_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_

Surprise Reaction = {Perception + [(LUK + DEX) x 3]} ÷ 3 = { \_\_\_\_\_ + [ ( \_\_\_\_\_ + \_\_\_\_\_ ) x 3 ] } ÷ 3 = \_\_\_\_\_

Tote Capacity = TOTE FACTOR (See chart on page 28!) x STR CAPACITY = \_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_

Weapon Ability (WA) = [ ( STR + SIZ ) x 2 ] + DEX = [ ( \_\_\_\_\_ + \_\_\_\_\_ ) x 2 ] + \_\_\_\_\_ = \_\_\_\_\_

Reminder: WA= \_\_\_\_\_

**HAND HELD**

Weapon Name	Weapon BC	(DEX)	[Misc Mod]	Adj BC	Carrying?
_____	_____				<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: ____/____/____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt=_____, Cost = _____, DA=_____, Att Cat = _____					

_____	_____				<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: ____/____/____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt=_____, Cost = _____, DA=_____, Att Cat = _____					

_____	_____				<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: ____/____/____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt=_____, Cost = _____, DA=_____, Att Cat = _____					

_____	_____				<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: ____/____/____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt=_____, Cost = _____, DA=_____, Att Cat = _____					

**SHIELD**

_____	_____				<input type="checkbox"/>
_____ + (_____) + [_____] = _____					
• <b>Attack:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____ Crit/Spec/Fumble: ____/____/____					
• <b>Parry:</b> [(Adj BC)+ Add Pts ]= (_____) + _____ = _____					
1H / 2H, DAM= _____, WA= _____, Wt=_____, Cost = _____, DA=_____, Att Cat = _____					

Reminder: WA= \_\_\_\_\_

MISSILES

Weapon Name	Weapon BC	(DEX)	[Misc Mod]	Adj BC	Carrying?
-------------	-----------	-------	------------	--------	-----------

\_\_\_\_\_ + (\_\_\_\_\_) + [\_\_\_\_\_] = \_\_\_\_\_

• **Attack:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_ Crit/Spec/Fumble: \_\_\_\_/\_\_\_\_/\_\_\_\_

• **Parry:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_

1H / 2H, Reload = \_\_\_\_\_, DAM= \_\_\_\_\_, WA= \_\_\_\_\_, Wt=\_\_\_\_\_, Cost = \_\_\_\_\_, DA=\_\_\_\_\_,  
Att Cat = \_\_\_\_\_, Pull= \_\_\_\_\_, Range (S-M-L) = \_\_\_\_\_, GSS= \_\_\_\_\_

\_\_\_\_\_ + (\_\_\_\_\_) + [\_\_\_\_\_] = \_\_\_\_\_

• **Attack:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_ Crit/Spec/Fumble: \_\_\_\_/\_\_\_\_/\_\_\_\_

• **Parry:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_

1H / 2H, Reload = \_\_\_\_\_, DAM= \_\_\_\_\_, WA= \_\_\_\_\_, Wt=\_\_\_\_\_, Cost = \_\_\_\_\_, DA=\_\_\_\_\_,  
Att Cat = \_\_\_\_\_, Pull= \_\_\_\_\_, Range (S-M-L) = \_\_\_\_\_, GSS= \_\_\_\_\_

\_\_\_\_\_ + (\_\_\_\_\_) + [\_\_\_\_\_] = \_\_\_\_\_

• **Attack:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_ Crit/Spec/Fumble: \_\_\_\_/\_\_\_\_/\_\_\_\_

• **Parry:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_

1H / 2H, Reload = \_\_\_\_\_, DAM= \_\_\_\_\_, WA= \_\_\_\_\_, Wt=\_\_\_\_\_, Cost = \_\_\_\_\_, DA=\_\_\_\_\_,  
Att Cat = \_\_\_\_\_, Pull= \_\_\_\_\_, Range (S-M-L) = \_\_\_\_\_, GSS= \_\_\_\_\_

\_\_\_\_\_ + (\_\_\_\_\_) + [\_\_\_\_\_] = \_\_\_\_\_

• **Attack:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_ Crit/Spec/Fumble: \_\_\_\_/\_\_\_\_/\_\_\_\_

• **Parry:** [(Adj BC)+ Add Pts ]= (\_\_\_\_\_) + \_\_\_\_\_ = \_\_\_\_\_

1H / 2H, Reload = \_\_\_\_\_, DAM= \_\_\_\_\_, WA= \_\_\_\_\_, Wt=\_\_\_\_\_, Cost = \_\_\_\_\_, DA=\_\_\_\_\_,  
Att Cat = \_\_\_\_\_, Pull= \_\_\_\_\_, Range (S-M-L) = \_\_\_\_\_, GSS= \_\_\_\_\_

*Don't forget that you can also improve your physical attacks - fist, kick and bite!  
They must be treated same as any weapon and improved with the others in like manner.*



**COMBAT FACTOR** (NOTE! round each entry UP!)

Base CF = Blood Total .....

MPT ÷ 2 = \_\_\_\_ ÷ 2 = \_\_\_\_\_ .....

MPR ÷ 3 = \_\_\_\_ ÷ 3 = \_\_\_\_\_ .....

# of Variable Spells known ÷ 2 = \_\_\_\_ ÷ 2 = \_\_\_\_\_ .....

# of Fixed Spells known ÷ 3 = \_\_\_\_ ÷ 3 = \_\_\_\_\_ .....

Minimum overall DA of armor ÷ 2 = \_\_\_\_ ÷ 2 = \_\_\_\_\_ .....

# of Hit Locations ÷ 3 = \_\_\_\_ ÷ 3 = \_\_\_\_\_ .....

Max Damage per Round ÷ 3 = \_\_\_\_ ÷ 3 = \_\_\_\_\_ .....

Explain how: \_\_\_\_\_

Improved Attacks of all carried weapons \_\_\_\_\_ ÷ 10 = \_\_\_\_\_ .....

Max Normal Movement Speed ÷ 3 = \_\_\_\_ ÷ 3 = \_\_\_\_\_ .....

Max Missile Range ÷ 10 = \_\_\_\_ ÷ 10 = \_\_\_\_\_ .....

Best Parry ÷ 20 = \_\_\_\_ ÷ 20 = \_\_\_\_\_ .....

Explain how: \_\_\_\_\_

If have Element Master potential or Drazzi = + 15 .....

If 1/2 Drazzi, +5 pt .....

If have access to poison, = +10.....

For each choking, communication, entanglement, parasitic Infestation,  
or shock (ex Zod Bow shock) or shock immunity, +5 .....

For each special abilities not mentioned or escape ability such as teleport, +10.....

Explain : \_\_\_\_\_

**TOTAL = CF = \_\_\_\_\_**

Note: Go back and adjust Age by additional 20% for each mastered Skill

# POINT COST OF SKILL% IMPROVEMENTS

DESIRED SKILL%

	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
5	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	680	765	855	950
10	—	5	10	20	30	45	60	80	100	125	150	180	210	245	280	320	360	405	450
15		—	5	10	15	25	35	45	60	75	90	110	130	150	175	200	225	255	285
20			—	5	10	15	20	30	40	50	60	75	90	105	120	140	160	180	200
25				—	5	10	15	20	25	35	45	55	65	75	90	105	120	135	150
30					—	5	10	15	20	25	30	40	50	60	70	80	90	105	120
35						—	5	10	15	20	25	30	35	45	55	65	75	85	95
40							—	5	10	15	20	25	30	35	40	50	60	70	80
45								—	5	10	15	20	25	30	35	40	45	55	65
50									—	5	10	15	20	25	30	35	40	45	50
55										—	5	10	15	20	25	30	35	40	45
60											—	5	10	15	20	25	30	35	40
65												—	5	10	15	20	25	30	35
70													—	5	10	15	20	25	30
75														—	5	10	15	20	25
80															—	5	10	15	20
85																—	5	10	15
90																	—	5	10
95																		—	5

%  
BC

Knowing your original BC (left hand axis) and wanting a particular final % (top axis), locate the cost to increase from current BC to wanted %

# CHARACTER ENHANCEMENT TABLES

1 Hates children	27 Superstitious	49 Smooth skin	75 Forgetful
2 Obsessively meticulous	28 Envious	50 Day dreamer	76 Hunted
3 Hardworking	29 Proud	51 Has hallucinations	77 Religious
4 Vain	30 Sensitive	52 Split Personality	78 Liberal
5 Shy	31 Vivacious	53 Scavenger	79 Conservative
6 Garrulous	32 Ticklish	54 Poker-faced	80 Well-mannered
7 Opinionated	33 Morose	55 Heartbreaker	81 Boorish
8 Competitive	34 Optimistic	56 Chews nails	82 Prankster
9 Can't resist a dare	35 Pessimistic	57 Gnaws on lower lip	83 Flamboyant
10 Macho	36 Likes to hum/sing to themselves	58 Hair twister	84 Ambitious
11 Independent	37 Plays with things in pockets	59 Reclusive	85 Self-delusional
12 Shallow	38 Whistles to themselves	60 Silly when drinking	86 Tight-lipped
13 Good listener	39 Mutter under their breath	61 Sad when drinking	87 Matchmaker
14 Gossip	40 Dresses only in 1 color	62 Vindictive	88 Married
15 Inquisitive	41 Wears heart on sleeve	63 Forgiving	89 Jock
16 Suspicious	42 Sociable	64 Melismatic	90 Friendly
17 Footloose	43 Unsociable	65 Pacifist	91 Unfriendly
18 Merry	44 Tense	66 Vegetarian	92 Homesick
19 Brooding	45 Has nightmares	67 Toucher	93 Cynical
20 Curious	46 Sterile	68 Night owl	94 Has to have last word
21 Gentle	47 Pregnant (males-roll again)	69 Morning person	95 Talks with hands
22 Sweet-tempered	48 Scratcher	70 Whiner	96 Indecisive
23 Pining		71 Foul-mouthed	97 Sleepy
24 Lazy		72 Over-emotional	98 Juvenile
25 Supportive		73 Shell-shocked	99 Serious
26 Sympathetic		74 Restless	100 Nervous tick

1 Wide, bushy eyebrows	26 Pink eyes	51 Gap in teeth	78 Pale Skin
2 Arched eyebrows	27 Grey eyes	52 Broken teeth	79 Sallow skin
3 Shaved (no) eyebrows	28 Black eyes	53 Discolored teeth	80 Alabaster skin
4 Thin eyebrows	29 Clear (no color) eyes	54 False teeth	81 Ruddy complexion
5 Eyebrows differ in color from rest of hair	30 Yellow eyes, dragon slit pupils	55 Canine teeth	82 Acne complexion
6 Wears unnecessary patch over eye	31 Eyes have orange inner ring	56 Chisel chin	83 Olive toned skin
7 Eyes far apart	32 Eyes have yellow inner ring	57 Dimples	84 Smooth skin
8 Eyes close together	33 Exotic eyes	58 Cleft chin	85 Wrinkled skin
9 Eyes are slightly crossed	34 Itchy eyes	59 Strong chin	86 Jaundiced complexion
10 Large Eyes	35 Watery eyes	60 Weak chin	87 Florid complexion
11 Bulging eyes	36 Blind	61 Big nose	88 Darkly tanned
12 Sunken eyes	37 Missing 1 eye	62 Small nose	89 Albino coloring
13 Sad eyes	38 Thin lips	63 Long nose	90 Mustache (Thin/Braided/Droopy/Handlebar/Peachfuzz)
14 Bedroom eyes	39 Full, pouty lips	64 Broken nose	91 Beard (Long/Braided/Short/Different color/Goatee/Van dyke)
15 Heavy lidded	40 Chapped/cracked lips	65 Crooked nose	92 Heavy Whiskers
16 Bloodshot eyes	41 Pale lips	66 Flat nose	93 Slouches
17 Squinting eyes	42 Busted lip	67 Pierced nose	94 Good Posture
18 Eyes are two different colors	43 Bucked teeth	68 Pug nose	95 Military bearing
19 Thick eye lashes	44 Perfect teeth	69 Hooked/beak-like nose	96 Hunchback
20 No eyelashes	45 Bad breath	70 Straight, aristocratic nose	97 Stiff
21 Brown eyes	46 Overbite	71 Chubby cheeks	98 Ears stick out
22 Ice green eyes	47 Underbite	72 High cheekbones	99 Small ears
23 Muddy green eyes	48 Small teeth	73 Prominent cheekbones	100 Large ears
24 Light blue eyes	49 No teeth	74 Sunken cheekbones	
25 Violet eyes	50 Missing teeth	75 Long neck	
		76 No neck	
		77 Sunburnt	

- |  |                                     |                                     |  |
|--|-------------------------------------|-------------------------------------|--|
| 1 Hairy ears                             | 28 Curly hair                       | 56 Husky voice                      | 81 Wrinkled                            |
| 2 Pierced ears<br>(Single/Multiple)      | 29 Straight hair                    | 57 Melodious Voice                  | 82 Pierced body parts                  |
| 3 Attached earlobes                      | 30 Braids                           | 58 Loud and projecting<br>voice     | 83 Well proportioned                   |
| 4 Elongated earlobes+holes               | 31 Long hair                        | 59 Soft, quiet Whispering<br>voice  | 84 Tattoos                             |
| 5 Frizzy hair                            | 32 Short Hair                       | 60 Stutterer                        | 85 Warts                               |
| 6 Cowlick                                | 33 Ponytail                         | 61 Constantly changing<br>voice     | 86 Moles                               |
| 7 Thick hair                             | 34 Afro                             | 62 Voice impersonator               | 87 Age Spots                           |
| 8 Thinning Hair                          | 35 Course hair                      | 63 Movements slow and<br>deliberate | 88 Scars                               |
| 9 Bald                                   | 36 Silky Hair                       | 64 Jerky movements                  | 89 Burns                               |
| 10 Wig                                   | 37 Flat Top Hairstyle               | 65 Twitches under stress            | 90 Scabs                               |
| 11 Unmanageable hair                     | 38 Slender Fingers                  | 66 Rolling gait                     | 91 Smoker                              |
| 12 Streaked Hair                         | 39 Calloused hands                  | 67 Stalking gait                    | 92 Dry Skin                            |
| 13 Frosted Hair                          | 40 Claw-like finger nails           | 68 Saunters                         | 93 Sculptured, well-defined<br>muscles |
| 14 Receding Hairline                     | 41 Blunt-tipped fingers             | 69 Struts                           | 94 Limp                                |
| 15 Widow Peak                            | 42 Soft hands                       | 70 Glides when moving               | 95 Mute                                |
| 16 Combed from<br>center/side/front/back | 43 Gnarled Fingers                  | 71 Klutzy mover                     | 96 Deaf                                |
| 17 Graying Hair                          | 44 Long fingernails                 | 72 Loose-limbed walk                | 97 Curled lip-sneers                   |
| 18 Pale Blonde                           | 45 Dirty fingernails                | 73 Limp                             | 98 Clairvoyant                         |
| 19 Golden Blonde                         | 46 Extra finger                     | 74 Snorty Laugh                     | 99 Coughs                              |
| 20 Dirty Blonde                          | 47 Missing finger                   | 75 Giggly laugh                     | 100 Identical Twin                     |
| 21 Brunette                              | 48 Extra toe                        | 76 Belly Laugher                    | Low Self-esteem                        |
| 22 Black hair                            | 49 Long toes                        | 77 Furrowed brows                   | Mercenary                              |
| 23 White Hair                            | 50 Narrow toes                      | 78 Allergies                        | Spy                                    |
| 24 Blue tinted hair                      | 51 Tough feet-usually<br>barefooted | 79 Taps feet                        | Spoiled                                |
| 25 Auburn hair                           | 52 Child-like voice                 | 80 Taps fingers                     | Hungry                                 |
| 26 Orange/Red hair                       | 53 Rumbling, Baritone voice         |                                     |  |
| 27 Green tinted hair                     | 54 Raspy voice                      |                                     |  |
|  | 55 Squeaky voice                    |                                     |  |



# Belsar Adin

At first glance this fellow looks like the perfect adventurer—strong, big, dextrous with lots of MPT. Thin, straight pale blonde hair, ice green eyes, and bucked teeth give no indication that most who know this quick-tempered Wellan consider him to be a jinx. He is incredibly unlucky, even to the point of having a major phobia of such an everyday thing as Dremles. But however lucky his enemies may feel if they make it past his Heavy Crossbow and Pole Arm, they are in for a nasty surprise when they are within reach of his killer kick!

## Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.

## Magic Leech or Spell Tap

Duration	Special
Area	One creature
MP Cost	Variable

This spell drains the target of MPT. When successful, it will dissipate into the environment 1d4 points of the target's MPT (or MPR) per Spell Level at which it was cast. It is not known how this spell works, but the two most popular theories are that the successful attacking MPT fatigues the brain and thus reduces the target's ability to resist spells, or that the spell creates a mana link from the target to the surrounding environment where the creature's stored energy is harmlessly released.

Lost points are regained normally. This is the only known method for reducing a creature's MPR.

## Spell Absorption

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (3)

This spell allows the caster to absorb the magic points of spells targeted at him that fail to overcome his Magic Barrier. This spell can only restore the caster's MPT up to his original MPT score, but will remain in effect until the spell runs out. It is not known exactly how the MPT is absorbed, but Vinyans don't look a gift Dremle in the mouth.

Spell Absorption cannot run concurrently with Spell Repel; whichever spell has the higher Spell Level will dominate. If both spells have the same spell level, the dominant one is determined by a Stat vs Stat check.

## Spell Bluff

Duration	Current MPT score in rounds
Area	One Creature or Object
MP Cost	Fixed (1)

This spell engulfs a creature or object with a fiercely glowing magical radiance, making it appear that a high level spell is currently in effect. The true power (spell level) of the spell can be determined with the use of a Mana Search Spell.