**NAME:** Cedric Daystrom

Clear Form

## STATS

| | Raw | + Race | + Misc | = Value | Bonus | Save Modifier |
|---|---|---|---|---|---|---|
| Charisma (Chr) | 16 | | 1 | 17 | 2 | +5 + ___ = 7 |
| Constitution (Con) | 15 | | | 15 | 1 | +5 + ___ = 6 |
| Dexterity (Dex) | 10 | | 1 | 11 | 0 | +5 + ___ = 5 |
| Intelligence (Int) | 12 | | | 12 | 0 | +5 + ___ = 5 |
| Speed (Spd) | 14 | | | 14 | 1 | +5 + ___ = 6 |
| Strength (Str) | 11 | | | 11 | 0 | +5 + ___ = 5 |
| Willpower (Will) | 14 | | | 14 | 1 | +5 + ___ = 6 |
| Wisdom (Wis) | 17 | | 2 | 19 | 3 | +5 + ___ = 8 |

LEVEL: 1

EXPERIENCE POINTS: 100

CHARACTER CLASS: Mage (Cleric of Belnus)

RACE: Human

BACKGROUND: Urban, Upper Class

## ARMOR & SHIELD

DEF: 16

AR: 0

INIT (SPD BNS + WIS BNS + ____): 4

| Type of Armor | DEF | AR | Pen. | Imp |
|---|---|---|---|---|
| Base (15 + Speed Bonus) | 16 | | | |
| Armor | | | | |
| Helm | | / | | |
| Bracers | | / | | |
| Greaves | | / | | |
| Shield | | | | |
| Special | | | | |
| Misc. | | | | |
| Misc | | | | |
| Total | 16 | 0 | 0 | 0 |

Height: 5' 11"

Weight: 195 lbs

Eye Color: Blue

Hair Color: Blond

Age: 22

Sex: Male

Distinguishing Marks: sun tattoo around left eye

Personality Traits: soft spoken, stubborn

## SECONDARY STATS

46 HIT POINTS — CURRENT

20 SPELL POINTS — CURRENT

| | |
|---|---|
| Base Racial Max. Hit Points | 80 |
| Max. Hit Points (Racial Max. + Str + Con) | 106 |
| Starting Hit Points (20 + Str + Con + 0) | 46 |
| Spell Points (Base 15 + Spellcasting Ranks) | 20 |
| Fate Points | 3 |
| Movement Rate | 10' |

## WEAPONS

Weapon Name: Quarterstaff
Attack Bonus: 3 — Range Increment: ---
Base Damage: 8+1=9 — Notes:

Weapon Name: Dagger
Attack Bonus: 1 — Range Increment: ---
Base Damage: 4+0=4 — Notes:

Weapon Name:
Attack Bonus — Range Increment
Base Damage — Notes:

Weapon Name:
Attack Bonus — Range Increment
Base Damage — Notes:

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Base Damage — Notes:

## SPELLS

| | CTN | SP | Vs. | Range | Duration |
|---|---|---|---|---|---|
| Divine Bolt (3) [Base Damage 7] | 21 | 2 | DEF | 50' | -- |
| Faith Healing (3) | 21 | 2 | -- | Touch | -- |
| Purify Food & Drink (3) | 20 | 2 | -- | 10' | -- |
| Repel Undead (5) | 25 | 4 | Con (16) | self (5'r) | 10 minutes |
| Beam of Light (2) | 16 | 1 | -- | self (10') | 10 minutes |

## LANGUAGES

| | S | W |
|---|---|---|
| Common | ✔ | ✔ |
| Elven | ✔ | |

## TREASURE

Platinum Pieces:
Gold Pieces:
Silver Pieces: 15
Bronze Pieces:
Copper Pieces:
Gems/Jewelry:

Other Treasure:

# Name: Cedric Daystrom

Novus

| Favored | Skills | (Stat) | BG | + Ranks | + Stat | + Spec. | + Spec. | = Total |
|---|---|---|---|---|---|---|---|---|
| ☐ | Acrobatics | (Spd) | | | 1 | | | 1 |
| ☑ | Athletics | (Con) | 2 | | 1 | | | 3 |
| ☑ | Combat (Staves) | (Spd) | 2 | | 1 | | | 3 |
| ☐ | (Short Blades) | (Dex) | 1 | | 0 | | | 1 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☑ | Crafting (Wood Carving) | (Dex) | 3 | 1 | 0 | | | 4 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☑ | First Aid | (Wis) | 2 | 2 | 3 | | | 7 |
| ☐ | Gimmickry | (Dex) | | | 0 | | | 0 |
| ☑ | Influence | (Chr) | 2 | 1 | 2 | | | 5 |
| ☐ | Lore (Local Region) | (Int) | 2 | | 0 | | | 2 |
| ☐ | ( ) | (Int) | | | 0 | | | 0 |
| ☐ | ( ) | (Int) | | | 0 | | | 0 |
| ☑ | Magecraft (Base) | (Wis) | 2 | 3 | 3 | | | 8 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | Navigation | (Int) | | | 0 | | | 0 |
| ☑ | Perception | (Wis) | 2 | 2 | 3 | | | 7 |
| ☐ | Perf. Arts ( ) | (Chr) | | | 2 | | | 2 |
| ☐ | ( ) | (Chr) | | | 2 | | | 2 |
| ☐ | Riding | (Dex) | 2 | | 0 | | | 2 |
| ☑ | Spellcast. (Divine Magic) | (Wis) | | 5 | 3 | | | 8 |
| ☐ | ( ) | ( ) | | | | | | 0 |
| ☐ | Stealth | (Spd) | | | 1 | | | 1 |
| ☐ | Streetwise | (Wis) | | | 3 | | | 3 |
| ☐ | Survival | (Wis) | | | 3 | | | 3 |
| ☐ | Tracking | (Wis) | | | 3 | | | 3 |
| ☐ | Trickery | ( ) | | | | | | 0 |
| ☐ | | (Spd) | | | | | 0 | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |
| ☐ | | ( ) | | | | | | 0 |

| Equipment | Location | Weight |
|---|---|---|
| Backpack (holds 2 cu. ft; 40 lbs;) | carried | 22.5 |
| 50' Superior Rope | Backpack | (3) |
| 1 canvas sack | Backpack | (2) |
| 2 weeks of iron rations | Backpack | (4) |
| 1 small steel mirror | Backpack | (0.5) |
| 1 waterskin full of water | Backpack | (0.5) |
| 1 flask of oil | Backpack | (1) |
| 1 small lantern | Backpack | (1) |
| 1 set of Flint & Steel | Backpack | (0.5) |
| 1 Bedroll | Backpack | (5) |
| 1 extra set of clothing | Backpack | (2) |
| 1 swt of clothing | worn | |
| 1 pair of soft leather boots | worn | |
| 1 cloak | worn | |
| 1 Equipment Belt | worn | |
| 2 belt pouches | Equipment Belt | |
| 1 Dagger (in sheath) | Equipment Belt | |
| 1 spellbook (notes/research on spells) | Backpack | (3) |
| 1 Holy Symbol (rising sun brooch - gold) | worn | |
| 1 Quarterstaff | carried | 4 |
| **Total Weight** | | 4 |

## Notes (racial abilities, combat moves, talents, etc.)

Adaptability (racial) - add 4 pts to stats, no more than 2 per stat

Skill Flexibility (racial) - 3 skills as Favored

Major Adept (class) - School of Divine Magic; Wisdom is the Magic Stat; +15 Spell Points to start.

Encumbrance Unit == 22 lbs

Backpack Penalty = -1 to all Spd/Dex related rolls when wearing backpack.