

# Jamel Dal-ah Egbert

Player:

## Description

Traits

**Hair:** , **Eyes:** , **Skin:** , **Gender:** Male , **Age:** 18 , **Height:** Average , **Weight:** Average

## Biography

## Character Notes:

**Finished:** True

**Character Creation Method:** Point Buy

**Attribute Points Spent:** 80

**Starting Skill Points:** 18, **Starting Knowledge Points:** 6

**Skill Points Used:** 5, **Knowledge Points Used:** 12

## Experience Points:

**Current Experience Points:** 0

**Total Experience Points Earned:**0

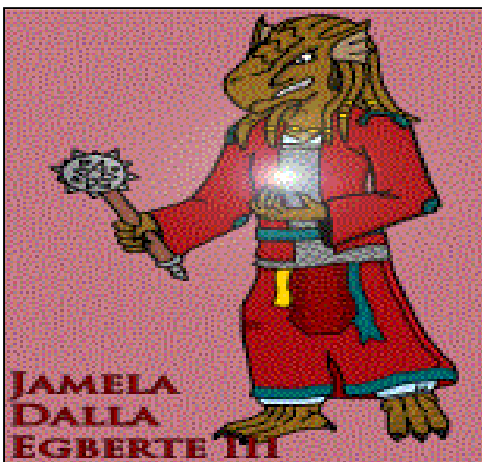
## Finances:

**Current Cost of Living Level:** 4

**Money Earned:** 120

**Money Spent:** 120

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Dungeons and Doritos			
Player Character Sheet			
Character Information			
Player Name			
Character Name		Jamel Dal-ah Egbert	
Hair		Gender	Male
Eyes		Height	Average
Skin		Weight	Average
Race	Dragonborn	Age	18
Damage	0	Wounds	0

Attributes			
Attribute	Value	Level	Dice
Speed	9	3	d8
Dexterity	15	5	d12
Reaction	12	4	d10
Strength	14	4	d10
Stamina	9	3	d8
Toughness	12	4	d10
Perception	10	3	d8
Intelligence	18	6	d10 + d4
Wisdom	14	4	d10
Beauty	8	2	d6
Personality	12	4	d10
Charisma	12	4	d10

Skills		
Skill	Level	Test Dice
Knowledge (Arcana)	2	d10 + d4+2
Holy Magic (Tiamat)	3	d10+3
---Energy	2	d10+5
---Spirit	2	d10+5
Detection	2	d8+2
Wilderness Survival	3	d10+3
Knowledge (History)	1	d10 + d4+1
Lore (Religious)	2	d10 + d4+2

Vital Statistics	
Life Points	12
Critical Threshold	7
Initiative Value	13
Initiative Level	4
Initiative Dice	d10
Carry Load	105
Lifting Load	210
Action Movement	15
Full Movement	30
Perception Range	40

Miscellaneous	
Current Experience	0
Total Experience	0
Positive Reputation	0
Negative Reputation	0
Current Money	0

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## Dungeons and Doritos

### Default Load Out

<b>Player Name</b>					
<b>Character Name</b>	Jamel Dal-ah Egbert				
<b>Primary Weapon</b>					
<b>Primary Melee Weapon</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Reach</b>	<b>ALM</b>
Mace	d12 + 1	d10 + 4	d10 + 2	5	0
<b>Armor</b>					
<b>Armor</b>	<b>AC</b>	<b>PR</b>	<b>DC</b>	<b>Stealth</b>	<b>Hindrance</b>
Chainmail Hauberk	6	8	5	6	2
<b>Total</b>	<b>6</b>	<b>8</b>	<b>5</b>	<b>6</b>	<b>2</b>

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# Dungeons and Doritos

## Default Load Out

<b>Player Name</b>	
<b>Character Name</b>	Jamel Dal-ah Egbert

### Inventory

Carried Items			Backpack		
Item	Qty	Weight	Item	Qty	Weight
Backpack	1	3.6	Torch	2	2
Sack	1	9	Water Skin	1	2
<b>Total</b>	<b>2</b>	<b>12.6</b>	Whetstone	1	0
			<b>Total Weight of Items</b>	-	4
			<b>Weight Modifier</b>	-	10
			<b>Total (with Modified Weight)</b>	<b>4</b>	<b>3.6</b>
			Sack		
			Item	Qty	Weight
			7 Days of Rations	1	0
			Bedroll	1	4
			Blanket	1	3
			Flint and Steel	1	1
			<b>Total Weight of Items</b>	-	8
			<b>Weight Modifier</b>	-	0
			<b>Total (with Modified Weight)</b>	<b>4</b>	<b>9</b>

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## Dungeons and Doritos

### Holy Magic (Tiamat) Spell Record Sheet

<b>Player Name</b>	
<b>Character Name</b>	Jamel Dal-ah Egbert

#### Divine Energy Blast

<b>Casting Test</b>	d10 + 3	<b>Effect Test</b>	d10 + 1
<b>Casting Time</b>	4	<b>Aspect</b>	Divination
<b>Range</b>	Single Target 1/ 5 Feet	<b>Level</b>	1
<b>Duration</b>	Instant		
<b>Target(s)</b>	Spirit		
<b>Effect(s)</b>	Alteration		

A blast of divine, either holy or unholy, is fired from the caster at a target. Damage is spiritual damage.

#### Mana Blast

<b>Casting Test</b>	d10 + 5	<b>Effect Test</b>	d10 + 3
<b>Casting Time</b>	13	<b>Aspect</b>	Energy
<b>Range</b>	Single Target 1/ 5 Yards	<b>Level</b>	3
<b>Duration</b>	Instant		
<b>Target(s)</b>	Creature Attribute		
<b>Effect(s)</b>	Manipulation		

A blast of pure magical energy is fired at a target dealing damage.

#### Bless Group

<b>Casting Test</b>	d10 + 5	<b>Effect Test</b>	d10 + 1
<b>Casting Time</b>	7	<b>Aspect</b>	Spirit
<b>Range</b>	Area Effect 1/ 1 Feet	<b>Level</b>	1
<b>Duration</b>	Sustained		
<b>Target(s)</b>	Spirit , Creature Attribute		
<b>Effect(s)</b>	Manipulation		

This spell grants a positive boost to the spiritual energy of anyone within the area of effect. The skill test is compared to the wisdom values of all characters within range of the caster. If the test exceeds the target level the effect result is used to determine the bonus granted by the spell. The effect result is added to all skill tests made by any individual in the group throughout the duration of the spell.

## Scry Person

<b>Casting Test</b>	d10 + 3	<b>Effect Test</b>	d10 + 1
<b>Casting Time</b>	3	<b>Aspect</b>	Divination
<b>Range</b>	Touch	<b>Level</b>	1
<b>Duration</b>	Sustained		
<b>Target(s)</b>	Spirit		
<b>Effect(s)</b>	Divination		

By use of this spell a magician can see events taking place around a person as they are occurring. In order to cast this spell the magician must be holding an object belonging to the person that the magician wishes to witness. Furthermore, the magician must know the time frame of the event before casting. The casting skill test is made against a target level based on the relation of the object to the person. Objects directly related to the person, such as a lock of hair or a sample of blood has a target level of 8. Each degrees of separation from the object to the actual event increase the target level by 3. For instance, an object worn by the person may have a target level of 11. However, if the person used the object, such as a weapon, the target level would be 14. The effect test determines the strength of the caster's ability to see through magical or psychic barriers to prevent scrying. The effect test will also determine the length of time the location can be witnessed once the caster ceases to concentrate on the spell.

## Armor of Magic

<b>Casting Test</b>	d10 + 5	<b>Effect Test</b>	d10 + 1
<b>Casting Time</b>	3	<b>Aspect</b>	Energy
<b>Range</b>	Touch	<b>Level</b>	1
<b>Duration</b>	Fading 1 level for every 1 Minute		
<b>Target(s)</b>	Magical Energy		
<b>Effect(s)</b>	Creation		

This spell allows the magician to create a magical replication of armor on a target. The skill test is made against a target level equal to the armor class of the magical suit plus the suit's protection level. If successful, the effect test determines the armor's damage capacity. This spell is usual made to replicate existing armor, however, it is possible to simply create the suit based on the test results. For instance, if the skill test result is 8 then the result is split evenly between the armor class and protection level. If the number is an odd number then the extra point is given to the protection level. Magical armor does not have any stealth or initiative penalties, and makes no noise. The armor is an invisible energy field that surrounds the character like clothing. Once the armor's damage capacity falls to zero the armor vanishes.