



# Vimak

**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:** 14, **Starting Knowledge Points:** 4

**Skill Points Used:** 11, **Knowledge Points Used:** 3

## Experience Points:

**Current Experience Points:** 0

**Total Experience Points Earned:**0

## Finances:

**Current Cost of Living Level:** 2

**Money Earned:** 70

**Money Spent:** 50

ID: a1c0c1ac-a3f9-4f0d-97ea-5b2d6108cd9c



Dungeons and Doritos Player Character Sheet			
Character Information			
Player Name			
Character Name		Vimak	
Hair		Gender	Male
Eyes		Height	Average
Skin		Weight	Average
Race	Goliath	Age	18
Damage	0	Wounds	0

Attributes			
Attribute	Value	Level	Dice
Speed	9	3	d8
Dexterity	14	4	d10
Reaction	12	4	d10
Strength	16	5	d12
Stamina	17	5	d12
Toughness	17	5	d12
Perception	15	5	d12
Intelligence	14	4	d10
Wisdom	15	5	d12
Beauty	5	1	d4
Personality	8	2	d6
Charisma	7	2	d6

Skills		
Skill	Level	Test Dice
Defense	3	d10+3
Staves and Spears	2	d10+2
Detection	3	d12+3
---Spot	2	d12+5
Clairaudience	1	d6+1
Natural Magic	3	d12+3

Vital Statistics	
Life Points	17
Critical Threshold	10
Initiative Value	14
Initiative Level	4
Initiative Dice	d10
Carry Load	120
Lifting Load	240
Action Movement	15
Full Movement	30
Perception Range	60

Miscellaneous	
Current Experience	0
Total Experience	0
Positive Reputation	0
Negative Reputation	0
Current Money	20

ID: a1c0c1ac-a3f9-4f0d-97ea-5b2d6108cd9c

## Dungeons and Doritos

### Default Load Out

<b>Player Name</b>					
<b>Character Name</b>	Vimak				
<b>Primary Weapon</b>					
<b>Primary Melee Weapon</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Reach</b>	<b>ALM</b>
Light Spear (as 2-Handed)	d10 + 4 (+4)	d12 + 3 (+4)	d10 + 5 (+5)	5	0 (0)
<b>Armor</b>					
<b>Armor</b>	<b>AC</b>	<b>PR</b>	<b>DC</b>	<b>Stealth</b>	<b>Hindrance</b>
Leather Cuirass	6	5	3	1	0
<b>Total</b>	<b>6</b>	<b>5</b>	<b>3</b>	<b>1</b>	<b>0</b>

ID: a1c0c1ac-a3f9-4f0d-97ea-5b2d6108cd9c

# Dungeons and Doritos

## Default Load Out

<b>Player Name</b>	
<b>Character Name</b>	Vimak

### 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>

ID: a1c0c1ac-a3f9-4f0d-97ea-5b2d6108cd9c

## Dungeons and Doritos Natural Magic Spell Record Sheet

<b>Player Name</b>	
<b>Character Name</b>	Vimak

### Summon Elemental : Earth

<b>Casting Test</b>	d12 + 3	<b>Effect Test</b>	d12 + 2
<b>Casting Time</b>	8	<b>Aspect</b>	Elemental
<b>Range</b>	Single Target 1/ 1 Feet	<b>Level</b>	2
<b>Duration</b>	Instant		
<b>Target(s)</b>	Elements , Creature Attribute		
<b>Effect(s)</b>	Mental Influence		

This spell allows a character to summon forth an elemental being of the chosen element. In order to cast this spell the character must be close to the natural form of the element. For instance, to summon a fire elemental the caster must be close to a fire. The size of the element directly relates to the maximum strength of the elemental being summoned. Therefore, using a small glass of water may yield a small and weak elemental spirit, while the ocean will allow the summoning of a large and powerful elemental. The will of an elemental is directly related to its size. Therefore casters should be careful in the elemental they are summoning. The casting skill test is made against the elementals wisdom value. If successful the caster then rolls effect. The effect test result determines the strength of the summoning. The stronger the summoning the more difficult it is for the elemental to resist the summoning or to break free from it if it so tries. At any time during the summoning the elemental can attempt to break the hold of the summoning. If it succeeds the elemental usually flees back into its element. Some, however, may seek to harm the summoner, or to escape out into the world to do harm or for any other number of reasons (fire elementals are notorious for this). A summoned creature is by no means bound to follow orders. However, magicians can make bargains with summoned beings. For instance, a summoned elemental could be offered freedom from the summoning in exchange for some favor. It is solely up to the elemental to determine the value of its freedom. Many often resent being summoned and may rebel simply out of spite.

### Strengthen : Toughness

<b>Casting Test</b>	d12 + 3	<b>Effect Test</b>	d12 + 2
<b>Casting Time</b>	4	<b>Aspect</b>	Alteration
<b>Range</b>	Touch	<b>Level</b>	2
<b>Duration</b>	Fading 1 level for every 1 Combat Round		
<b>Target(s)</b>	Creature Attribute		
<b>Effect(s)</b>	Alteration		

This spell grants a temporary bonus to the attribute associated with the spell. To cast the spell the magician must first touch the target. If the magical skill test succeeds the effect can then be determined. The effect of

the spell determines the bonus granted to the chosen attribute's value. This bonus affects all of the character's statistics associated with this attribute. For instance, if the spell enhanced a character's perception attribute value it will also affect any die rolled for skill tests as well as the character's perception range increment.