Bhaalson Character sheets

Hey all.

So this is the post that will contain the characters sheets. At this point I will only show the characters sheets of the individuals that are part of Harry’s party. That means that only Harry, Imoen, Minsc and Khalid will be shown here. I will however continually update this as other people join Harry’s Party, as his Gamer skill uses the term, and as the party levels up. I may also go back and change Jaheira and Khalid’s levels before the curse hit them. I think I was a little too high-level happy there.

Thanks go to **Justlovereadin**’ for pointing out there was no point to keep the points Harry earned in the character creation segment separate. Thanks!

Now, without further ado, here we go:

**Name**: Harry

**Gender**: Male

**Race:** Human

**Class:** Paladin level 7

Strength: (20)

Willpower: (21)

Dexterity: (17)

Constitution: (19)

Durability: (12)

Wisdom: (16)

Charisma: (11) +4

Intelligence: (20)

Luck: (10) +/- 4

**Skill Sheet**:

Weapons Skills:

Weapon and Shield \*\*(\*)

Longsword \*\*(\*)

Warhammer \*\*

Note: You are in the process of training in *Lower Body Strength*, *Body Movement*, and *Stance*. Until you succeed in this quest you will not be able to truly fight with any skill beyond \*\* in any weapon or weapon style. Once you succeed, you will gain two extra skill slots to use as you see fit.)

**Life Skills:**

Master Chef: You are a master of cooking and can make even the simplest meal a treat. Chance to cook something other people will find amazing, 42% chance rate.

Loremaster: Thanks to your growing up in Candlekeep and your desire to learn, you have begun to learn how to identify items. Chance to identify unknown objects, 42% chance rate. (Note, this percentage goes up through use)

Natural Charisma: Despite what Harry might think sometimes, he does have a natural ability to draw others to him: Chance to have people react positively to you, 37% (Note, this percentage goes up or down through personal choices that impact how those around you see you)

Potter Luck: Is it lucky or unlucky? Thanks to your family’s blood, whenever chance is involved you can bet it will either go better or worse than you can imagine. This skill also brings a permanent charisma bonus of +4.

Sexual Awareness: Learned via losing your virginity to the Elder Dryad, as you kiss, touch or otherwise interact with your partner, you will be able to notice subtle hints to show you what feels good for the woman or not. You will be able to fine her erogenous zones, and, more importantly, know what doesn’t feel good or what makes her uncomfortable.

(This skill is a percentage-based skill. You have an 82% chance to accurately guess what really gets your partner going.)

Perception: A side-skill of the normal Observation ability which can be learned via a high Intelligence stat, this skill based around personal interaction and allows you to understand a woman’s individuals tastes. What is she interested in relationship-wise? What are her preferences sexually?

(This skill is a percentage-based skill. You have a 35% chance to activate this skill and accurately understand your partner. Once you get to that point anyway. Getting there is another matter entirely.)

Woodcraft Level 0: Learned via forming a party with Minsc, this is a skill of Rangers and Druids, which allows you to discern what animals are in the area, follow tracks, and find food in the wood lands other than the four-legged variety. This includes but is not limited to numerous verbs, which can be used for potions, or cooking

(Being a pure mental skill, this skill is level 0 and can only be raised through learning from other wood-wise individuals. You have it on a technicality, but it can help you find ingredients for your cooking ability)

Mage of the Blood: Because of your unique otherworldly status as a wizard and due to cheating like a like someone who wants to win, you have discovered you can use the spells from your original world.

(Warning: As the name implies, these spells run on your life force, and you will drain your life for a set amounts of health points per spell.)

**Class Specific Skills:**

Turn Undead: Percentage chance to turn undead equal to or less than your own level into ash, 45%. Can be used five times per day.

(All other class specific skills are locked until the Gamer has chosen a God to follow.)

**Miscellaneous:**

Leadership: Level 0 (567/1000)

Tactician: Level 3

Tactics: The initial and most important skill of the Tactician, this skill will be activated during combat when the user is able to create a combat environment that gives his side of the conflict an advantage.

Formations: In battle the user can create formations which will give the user and his party combat bonuses. These bonuses will not carry over to allied combatants, but they can be used to create the Formation in question.

Tactical Skill, Greater Observation: An upgrade to the regular Observation ability that can be learned via a High Intelligence stat, this skill allows the user to read the terrain, read maps better and allows the user to see the level of people ten levels or more above your own, as well as the level of any dungeons or respawn points.

Tactical Skill, Mapmaker: Enlarges the Party’s Map by 25%. The Map will also show more information to the user based on the intelligence of the individual Party Members.

**Combat Abilities**:

Backstab: Learned through being in a party with Imoen, this ability is activated when you attack a unprepared enemy from behind. Your attack will do 50% more damage than normal. This skill has no cool down but can only be performed in extremely select circumstances.

Cleave: Learned through being in a party with Minsc, this is a specialized Warrior skill that multiplies by three times the damage to any attack by an edged weapon.

(Warning: as an activated skill, Cleave has a cooldown time. You can only use Cleave once every three minutes)

Shield Bash: Learned through being in a party with Khalid, this is a high level Warrior skill that allows you to use your shield to bash your enemy off balance, backward or even entirely off his feet depending on the combat environment at the time.

(Warning: as an activated skill, Shield Bash has a cooldown time. You can only use Shield Bash once every ninety seconds. )

++++++++++++ Character Break ++++++++++++

**Name**: Imoen

**Gender**: Female

**Race**: Human

**Class:** Thief level 6

Strength: (8)

Willpower: (8)

Dexterity: (20)

Constitution: (6)

Durability: (4)

Wisdom: (10)

Charisma: (7)

Intelligence: (22)

Luck: (11)

**Skill Sheet:**

Weapon Skills:

Short Sword \*

Dagger \*

Crossbow\*

Staff \*

Short bow \*

**Life Skills**:

Friendly: You are friendly by nature and can bring out the talkative side in everyone around you: ability to learn something new via discussion 50% chance rate to learn important information.

Flirty Little Lass: You are flirty and able to grab the attention of men anytime you choose, and even sometimes make them do what you want them to do, 42% chance to confuse men, for various effects outside of battle, 15% chance to confuse male enemies in battle.

Reading Your Opponent: You are a master of body language and can often spot when people try to lie. Plus 20% chance to spot a person’s true feelings or goals when talking to them.

Mage of the Blood: Because of your unique otherworldly status as a wizard and due to cheating like a like someone who wants to win, you have discovered you can use the spells from your original world.

(Warning: As the name implies, these spells run on your life force, and you will drain your life for a set amounts of health points per spell.)

(Note, this is a passive skill which can be shared with the rest of your party in combat circumstances as long as the user is moving fast. But doing so will drain the user’s stamina.)

Metamorph: With the spirit of Tonks merged with her, Imoen is a Metamorph, a person able to change their body in any way they wish, molding it like clay.

(Warning: This skill is locked due to Imoen not meeting several stat requirements necessary to use it)

**Class Specific skills:**

Pickpocket: 62% chance to successfully (get away with it 51%)

Hide in Shadows: chance to successfully hide before you go all stabby, 65%, depending on your environment, plus 25% in the woodlands.

Detect traps: 43% chance to spot a trap before you or your allies get caught in it.

Set Traps: 14% chance to create something that could make your life easier.

Pick Locks: For the LOOT!! Chance to unlock those pretty chests, 39%

**Combat Abilities**:

Backstab: A thief skill, this ability is activated when you attack a unprepared enemy from behind. Your attack will do 50% more damage than normal.

(this skill has no cool down, but can only be performed in extremely select circumstances.)

Cleave: Learned through being in a party with Minsc, this is a specialized Warrior skill that multiplies by three times the damage to any attack by an edged weapon.

(Warning: Imoen does not have enough Strength to use Cleave. The skill is currently locked.)

Shield Bash: Learned through being in a party with Khalid, this is a high level Warrior skill that allows you to use your shield to bash your enemy off balance, backward or even entirely off his feet depending on the combat environment at the time.

(Warning: Imoen does not have enough Strength to use Cleave. The skill is currently locked.)

Would- be dominatrix.  You have discovered a hidden weapons skill dealing with whips and non-solid weaponry.  This will allow you to do 25% more damage with whips or other similar weapons.

(Warning: using this technique too often in public will give you a bad reputation and a -2 to charisma. This can be changed to +5 dealing with certain situations or people who like that kind of thing.)

Fight like a Jackrabbit:  Due to your inherent agility, you can fly like a butterfly and sting like a bee, +10 to Evasion, plus 5 to Strength when in combat.

++++++++++++ Character Break ++++++++++++

**Name**: Khalid

**Gender**: Male

**Race**: Half-Elf

**Class**:  Level 32 Warrior (-26)

Strength: (62) - 48

Willpower: (18) -15

Dexterity: (104) - 80

Constitution: (88) -68

Durability: (22)

Wisdom: (32)

Charisma: (19) -15

Intelligence: (16)

Luck: (7)

**Skill Set:**

Weapon and Shield: \*\*\*\*\*

Longsword: \*\*\*\*\*

Longbow: \*\*\*\*

Spear: \*\*

**Life Skills**:

Half Elven. Due to his half Elven heritage, Khalid is at home in the forest and able to see in the dark. His hearing is quite acute, though not to the level of a full elf. He is also long-lived, being 376 years old.

level 5 Hunter: Thanks to his wife being a Druid and due to his own childhood growing up in the forest, Khalid is more than capable of hunting for his food, and though not the best at finding a trail, will gain +5 to any critical hit and chance to hit with bows on any food animal.

Level 9 Woodcraft: As a half-elf raised in the forest for at least a hundred years, Khalid is as at home in the woods as anyone could be bar someone who has lived in them even longer. As such, Khalid is able to find food of all sorts, from animals to vegetables given time. Khalid can hide a trail and create shelters which blend into the forest well enough to fool most people.

**Class Skills:**

Indomitable: Due to special training, the Warrior Khalid has a +5 to all defensive abilities, which includes the Sword and Shield passive skill, the durability of his body and armor, and the activated Skill, Shield Bash.

(This skill is currently locked due to lack of Constitution and Endurance.)

Fortitude: a high level Warrior skill, this active skill allows warriors to ‘tank’ as it were, taking damage for indeterminate amount of times for his fellows, with the damage dealt deadened down to a quarter of what it would normally be.

(This skill is currently locked due to lack of Strength and Endurance.)

**Combat Abilities**:

Shield Bash: Learned through being in a party with Khalid, this is a high level Warrior skill that allows you to use your shield to bash your enemy off balance, backward or even entirely off his feet depending on the combat environment at the time.

(Warning: as an activated skill, Shield Bash has a cooldown time. You can only use Shield Bash once every sixty seconds. )

Backstab: Learned through being in a party with Imoen, this ability is activated when you attack a unprepared enemy from behind. Your attack will do 50% more damage than normal. This skill has no cool down but can only be performed in extremely select circumstances.

Cleave: Learned through being in a party with Minsc, this is a specialized Warrior skill that multiplies by three times the damage to any attack by an edged weapon.

(Warning: Due to **Curse of the Dread One**, Khalid does not have the Strength necessary to use Cleave. This skill is currently Locked.)

**Status disorders:**

**(Note: Disorders are permanent or near to permanent changes to an individuals’ stats and abilities. Unlike Status ailments, they cannot be cured easily or at all.)**

Spell damage: Sometime in the past, Khalid was near a spell gone wrong, which has permanently damaged his mind and thus his ability to speak. This impacts his willpower and makes him more susceptible to mental attacks, and Charisma, due to the stutter it has given him.

Curse of the Dread One: In his past, Khalid was subjected to a curse by a monstrously powerful magician. This curse halves his level and the top three of his stats. This curse is as strong as the creature who cast it and **cannot** be removed by any normal priest or priestess.

XP gain has been disabled by the Curse of the Dread One

++++++++++++ Character Break ++++++++++++

**Name**: Minsc

**Gender**: Male

**Race**: Human

**Class**: Level 6 Ranger

Strength: (28/93)

Willpower: (7) +15

Dexterity: (15)

Constitution: (12)

Durability: (13)

Wisdom: (6)

Charisma: (5)

Intelligence: (6)

Luck: (5)

Skill Set:

Claymore: \*\*\*

Halberd: \*\*

Longbow: \*\*

**Life Skills**:

Beast Familiar: With Boo as his ranger companion, Minsc is immune to mind-control type attacks. They may gain a foothold but will not remain in place long.

Naïve: Although a warrior experienced beyond what his level would suggest,

Berserker: Learned as part of the trials to enter his warrior lodge, Minsc can inflict himself with the Berserk strength of his ancestors at a mental command or in reaction to certain events. For two hours Minsc gains a massive bonus to his strength and becomes completely immune to mental spells or maladies. He also gains fifteen heath points temporarily, which disappear at the end of the Berserk rage. This can possibly knock Minsc unconscious if he is wounded enough, though he cannot die from this backlash.

(Warning: Once Berserk, Minsc may no longer be able to tell friend from foe and will become a monstrous danger to himself and those around him.)

**Class Skills**:

Hunter Level 4: As a Ranger, Minsc is an experienced hunter and skinner. Minsc will gain +4 to any critical hit and chance to hit with bows on any food animal.

Woodcraft level 5: As a Ranger, Minsc is as at home in any Woodland or jungle as an animal who has lived there all his life. He is able to track, hunt, and ‘Hide In Shadows’ in any natural environment despite his tremendous height.

**Combat Abilities:**

Backstab: A thief skill, this ability is activated when you attack a unprepared enemy from behind. Your attack will do 50% more damage than normal. This skill has no cool down, but can only be performed in extremely select circumstances.

Cleave: As a Ranger of Rasheman, Minsc learned this High Level Warrior Skill almost before he could walk. Cleave multiplies by three times the damage to any attack by an edged weapon.

(Warning: this skill is an activated skill and has a cooldown time of three minutes.)

Shield Bash: Learned through being in a party with Khalid, this skill allows you to use your shield to bash your enemy off balance, backward or even entirely off his feet depending on the combat environment at the time.