



## Physical Description

### Traits

## Biography

Vimak is a Goliath from the Ironback Mountains. His adventure began when he was just a young boy. One night, the young Vimak ventured from the safety of his settlement and into a dark and forbidden valley. It was a spiritual place only for the high shamanic elders to visit for meditation, and the ignorant child wandered the dark valley until he encountered a large monster. Vimak's young mind went numb with fear of death. Miraculously, an equally ferocious wolf-bear, a magical combination of the two creatures, attacked the large monster, defending the child. Vimak rode the wolf-bear back to his people. When he returned, the hunters misunderstood the wolf-bear's presence and killed it, fearing for the boy. Vimak felt a connection to the beast and took to the path of a Shaman in order to commune with the spirit of the creature that had saved him. He stayed with the settlement only long enough to learn basic training. Vimak wished to see more of the world, and knew he would only find the spirit of the wolf-bear in the heat of danger. Finding the wolf-bear's spirit was a milestone in the young Goliath's life, and has made him very proud of who he is. Despite his grizzled appearance, Vimak is very loving and jovial. He adores company and making mirth. He often announces proudly "I AM VIMAK," as a way to relay the pride of his accomplishments. During his adventures, Vimak came across the Dragonborn, Jamela Dalla Egberte III, and quickly befriended her, seeing Jamela as a companion to help him understand the mystical arts. Vimak is a very loyal companion and truly values his allies. Unintentionally he serves as the moral compass of the group, keeping them banded with his proud smile and laugh.





# Dungeons and Doritos

Character Sheet

<b>Character Name</b>	Vimak		
<b>Player Name</b>			
<b>Hair</b>		<b>Gender</b>	Male
<b>Eyes</b>		<b>Height</b>	Average
<b>Skin</b>		<b>Weight</b>	Average
<b>Race</b>	Goliath	<b>Age</b>	18
<b>Damage</b>	0	<b>Wounds</b>	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
Personality	8	2	d6
Beauty	5	1	d4
Charisma	7	2	d6

## Skills

Name	Level	Dice
Staves and Spears	2	d10 + 2
Defense	3	d10 + 3
Detection	3	d12 + 3
Clairaudience	3	d6 + 3
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



# Natural Magic Spell Book

**Player Name**

**Character Name**

Vimak

## Summon Elemental : Earth

**Casting Test** d12 + 3 **Effect Test** d12 + 3

**Casting Time** 8 **Duration** Instant

**Range** Single Target 1/ 1 Feet **Level** 3

**Target(s)** Elements , Creature Attribute

**Effect(s)** 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

**Casting Test** d12 + 3 **Effect Test** d12 + 1

**Casting Time** 4 **Duration** Fading 1 level for every 1 Combat Round

**Range** Touch **Level** 1

**Target(s)** Creature Attribute

**Effect(s)** 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.