

Mage Worksheet

Name _____ Lvl _____ Arm _____ Weapon _____ Speed _____ (W+I+I)/5 = _____

Ruby Favors					Orb Dates			Ancient Knowledge		RD's										Continuity Only >		+	Lvl	+	Lvl
Mines					Lvl 30	Lvl 40	Lvl 50	Earth U (30)		10	20	30	40	50	60	70	80	90	1	2	11	33A			
Swamp								Fire U (5)		11	21	31	41	51	61	71	81	91	2	3	12	36A			
Sewer								Ice U		12	22	32	42	52	62	72	82	92	3	5	13	40A			
Zombie 3										13	23	33	43	53	63	73	83	93	4	10	14	43A			
Forest										14	24	34	44	54	64	74	84	94	5	15	15	46A			
Exkordon								GU Room		15	25	35	45	55	65	75	85	95	6	17	16	50A			
Earth U								1 5		16	26	36	46	56	66	76	86	96	7	20	17	53A			
Fire U								2 6		17	27	37	47	57	67	77	87	97	8	23	18	56A			
Ice U								3 7		18	28	38	48	58	68	78	88	98	9	26	19	60A			
Ice Palace								4 8		19	29	39	49	59	69	79	89	99	10	30A	20	63A			

ITEM	H P	End	Man	Wis	Int	Agil	Str	Dag	H2H	Staff	Bless	Heal	Frz	M S	L F	Fire	Pulse	Dur	Bart	Perc	Steal	Med	Imm
Ring 1																							
Weapon																							
Ring 2																							
Amulet																							
Hat																							
Cape																							
Bracers																							
Vest																							
Belt																							
Trousers																							
Boots																							
Total																							
Base																							
Base / 2																							
Prof +																							
Day Mod																							
Night Mod																							

Notes Max possible mod for an attribute = Base + (Base/2 from bless) + (Base/2 from Equipment.) To determine if your bless is high enough Add together Int Base + (Int Base/2) + Int Equip Mod. If this number is higher than the current Int mod raise bless until they match (Valid for Wis, Int Agil Str). Equipment mod greater than Base/2 is not useable, and should be ignored For spells the formulae is spell base + (Wis Mod + Int Mod + Int Mod)/5 + equipment mod When possible always max your Wis & Int equipment Profession Bonus is in addition.