

Name: _____
 Race: _____
 Type: _____

Legendary Lives

Character Sheet

Base Defense = (Agility + Stamina) / 2 = _____

	Nude	Armor	Shield	d6	Total	Wounds
Base/2 =	_____ +	_____ +	_____	1 Head	_____	L M H C
Base+2 =	_____ +	_____ +	_____	2 Chest	_____	L M H C
Base-1 =	_____ +	_____ +	_____	3 L. Arm	_____	L M H C
Base-1 =	_____ +	_____ +	_____	4 R. Arm	_____	L M H C
Base+0 =	_____ +	_____ +	_____	5 L. Leg	_____	L M H C
Base+0 =	_____ +	_____ +	_____	6 R. Leg	_____	L M H C

Total Armor must be < Strength + Stamina (or Fate -10 if spell casting)

Night Vision? _____

Racial Ability _____
 Uses per Day _____

Type Ability _____
 Uses per Day _____

Religion _____
 Devotion _____
 Miracles per Day _____

Agility _____ Dodge _____ Jump _____ Quickness _____ Stealth _____ *Water Mastery _____

Alertness _____ Empathy _____ Listen _____ Search _____ Track _____ *Divination _____

Charm _____ Bargain _____ Entertain _____ Interrogate _____ Preach _____ Sincerity _____ *Bewitch _____

Cunning _____ Conceal _____ Contacts _____ Disguise _____ Lie _____ Mimic _____ *Shapeshift _____

Dexterity _____ Aim _____ Bow _____ Crossbow _____ Filch _____ Forgery _____ Unlock _____

Fate _____ Arcane Lore _____ Artistry _____ Intuition _____ *Commune _____ *Heal _____ *Summon _____

Intelligence _____ Business _____ Literacy _____ Medical _____ Memory _____ Sanity _____ *Fire Mastery _____ *Illusion _____ *Protection _____

Knowledge _____ Customs _____ Languages _____ Legends _____ Poisons _____ Theology _____ *Air Mastery _____ *Morph _____ *Transform _____

Mechanical _____ Boating _____ Build _____ Repair _____ Siege _____ Traps _____ *Conjure _____ *Enchant _____ *Transmute _____

Nature _____ Caves _____ Direction _____ Forge _____ Plants _____ Tame _____ *Alter _____ *Control _____ *Plant Mastery _____

Stamina _____ Run _____ Swim _____ Will _____ *Bind _____ *Earth Mastery _____ *Move _____

Strength _____ Bully _____ Climb _____ Ride _____ Wagoning _____ Brawling _____ Flexible _____ Hafted _____ Pole Arm _____ Sword _____

Roll	Catastrophic	Pathetic	Feeble	Inferior	Poor	Passable	Good	Great	Superior	Awesome
1	1-30	31-56	57-73	74-86	87-95	96-97	98	99	00	-
2	1-20	21-48	49-66	67-80	81-90	91-93	94-96	97-98	99	00
3	1-15	16-39	40-59	60-74	75-85	86-90	91-94	95-97	98-99	00
4	1-12	13-29	30-52	53-68	69-80	81-87	88-93	94-97	98-99	00
5	1-10	11-24	25-45	46-62	63-75	76-84	85-91	92-96	97-99	00
6	1-9	10-22	23-36	37-56	57-70	71-80	81-88	89-94	95-98	99-00
7	1-8	9-19	20-32	33-50	51-65	66-76	77-85	86-92	93-97	98-00
8	1-7	8-17	18-29	30-43	44-60	61-72	73-82	83-90	91-96	97-00
9	1-6	7-15	16-26	27-39	40-55	56-68	69-79	80-88	89-95	96-00
10	1-6	7-14	15-24	25-36	37-50	51-64	65-76	77-86	87-94	95-00
11	1-5	6-12	13-21	22-32	33-46	47-61	62-75	76-86	87-94	95-00
12	1-5	6-11	12-19	20-29	30-42	43-58	59-73	74-84	85-93	94-00
13	1-4	5-10	11-17	18-26	27-38	39-55	56-71	72-83	84-93	94-00
14	1-4	5-9	10-16	17-24	25-35	36-51	52-69	70-82	83-93	94-00
15	1-3	4-8	9-15	16-22	23-32	33-47	48-66	67-80	81-92	93-00
16	1-3	4-7	8-13	14-20	21-29	30-43	44-63	64-78	79-91	92-00
17	1-3	4-7	8-12	13-18	19-26	27-39	40-55	56-76	77-90	91-00
18	1-2	3-5	6-10	11-16	17-23	24-35	36-50	51-72	73-89	90-00
19	1-2	3-4	5-8	9-13	14-20	21-31	32-45	46-68	69-87	88-00
20	1	2-3	4-6	7-11	12-17	18-27	28-40	41-61	62-85	86-00
21	1	2	3-5	6-9	10-14	15-23	24-35	36-56	57-82	83-00
22	1	2	3-4	5-7	8-11	12-19	20-30	31-50	51-78	79-00
23	-	1	2-3	4-5	6-8	9-16	17-26	27-45	46-71	72-00
24	-	-	1	2-3	4-5	6-12	13-22	23-40	41-66	67-00
25	-	-	-	1	2	3-9	10-18	19-36	37-61	62-00

Gear

Carry Capacity: _____

At Hand _____

On Belt _____

Slung _____

In Pack _____

Worn _____

In Boot _____

