

**Name:** \_\_\_\_\_  
**Race:** \_\_\_\_\_  
**Type:** \_\_\_\_\_

# Legendary Lives

Character Sheet

**Base Defense** = (Agility + Stamina) / 2 = \_\_\_\_\_

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

