

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

# Legendary Lives

Character Sheet

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

	Nude	Armor	Shield	Total	Wounds			
Base/2 =	_____ +	_____ +	_____	Head _____	L	M	H	C
Base+2 =	_____ +	_____ +	_____	Chest _____	L	M	H	C
Base-1 =	_____ +	_____ +	_____	L. Arm _____	L	M	H	C
Base-1 =	_____ +	_____ +	_____	R. Arm _____	L	M	H	C
Base+0 =	_____ +	_____ +	_____	L. Leg _____	L	M	H	C
Base+0 =	_____ +	_____ +	_____	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 \_\_\_\_\_

- |   |  |   |   |   |   |
|---|--|---|---|---|---|
| <b>Agility</b> _____<br>Dodge _____<br>Jump _____<br>Quickness _____<br>Stealth _____<br>*Water Mastery _____   | <b>Alertness</b> _____<br>Empathy _____<br>Listen _____<br>Search _____<br>Track _____<br>*Divination _____  | <b>Charm</b> _____<br>Bargain _____<br>Entertain _____<br>Interrogate _____<br>Preach _____<br>Sincerity _____<br>*Bewitch _____                              | <b>Cunning</b> _____<br>Conceal _____<br>Contacts _____<br>Disguise _____<br>Lie _____<br>Mimic _____<br>*Shapeshift _____                                    | <b>Dexterity</b> _____<br>Aim _____<br>Bow _____<br>Crossbow _____<br>Filch _____<br>Forgery _____<br>Unlock _____  | <b>Fate</b> _____<br>Arcane Lore _____<br>Artistry _____<br>Intuition _____<br>*Commune _____<br>*Heal _____<br>*Summon _____                             |
| <b>Intelligence</b> _____<br>Business _____<br>Literacy _____<br>Medical _____<br>Memory _____<br>Sanity _____<br>*Fire Mastery _____<br>*Illusion _____<br>*Protection _____ | <b>Knowledge</b> _____<br>Customs _____<br>Languages _____<br>Legends _____<br>Poisons _____<br>Theology _____<br>*Air Mastery _____<br>*Morph _____<br>*Transform _____ | <b>Mechanical</b> _____<br>Boating _____<br>Build _____<br>Repair _____<br>Siege _____<br>Traps _____<br>*Conjure _____<br>*Enchant _____<br>*Transmute _____ | <b>Nature</b> _____<br>Caves _____<br>Direction _____<br>Forage _____<br>Plants _____<br>Tame _____<br>*Alter _____<br>*Control _____<br>*Plant Mastery _____ | <b>Stamina</b> _____<br>Run _____<br>Swim _____<br>Will _____<br>*Bind _____<br>*Earth Mastery _____<br>*Move _____ | <b>Strength</b> _____<br>Bully _____<br>Climb _____<br>Ride _____<br>Wagoning _____<br>Brawling _____<br>Flexible _____<br>Hafted _____<br>Pole Arm _____ |

Roll	Cata	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 \_\_\_\_\_

