

BOOK OF LEGENDS CHARACTER SHEET

NAME: _____

ARMOUR
RATING

RACE: _____

PATRON GOD: _____ KEYWORD: _____

ABILITIES

| | LEVEL | MODIFIER | TOTAL |
|------------|----------------------|----------------------|----------------------|
| LORE | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| MYSTICAL | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPONS | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| AGILITY | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| DEXTERITY | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| KNOWLEDGE | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| NATURE | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| PERCEPTION | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| PHYSICAL | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| SCAVENGING | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| SOCIAL | <input type="text"/> | <input type="text"/> | <input type="text"/> |

MAX HEALTH

| ABILITY LEVELS | PURCHASED | MODIFIER | TOTAL |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

HEALTH

ABILITY POINTS

PRAYERS

SKILLS

- | | | | |
|--|--|--|--|
| <input type="checkbox"/> ACUTE HEARING | <input type="checkbox"/> ETIQUETTE | <input type="checkbox"/> MELEE WEAPONS | <input type="checkbox"/> SMITHING |
| <input type="checkbox"/> AETHER WEAVER | <input type="checkbox"/> EXPERT PALATE | <input type="checkbox"/> MINING | <input type="checkbox"/> SNEAK |
| <input type="checkbox"/> ALCHEMY | <input type="checkbox"/> FORAGING | <input type="checkbox"/> MYTH | <input type="checkbox"/> STREETWISE |
| <input type="checkbox"/> ARTEFACT | <input type="checkbox"/> FORGERY | <input type="checkbox"/> NAVIGATION | <input type="checkbox"/> STRENGTH |
| <input type="checkbox"/> ATHLETICS | <input type="checkbox"/> GADGETRY | <input type="checkbox"/> NIGHT VISION | <input type="checkbox"/> SURVIVAL |
| <input type="checkbox"/> BARTER | <input type="checkbox"/> HERBALISM | <input type="checkbox"/> PERSUASION | <input type="checkbox"/> SWIMMING |
| <input type="checkbox"/> BRAWLING | <input type="checkbox"/> HISTORY | <input type="checkbox"/> RANGED WEAPONS | <input type="checkbox"/> TACTICS |
| <input type="checkbox"/> CLIMBING | <input type="checkbox"/> HUNTING | <input type="checkbox"/> REFLEXES | <input type="checkbox"/> THE TRUTH |
| <input type="checkbox"/> CONSTITUTION | <input type="checkbox"/> INFERNALS | <input type="checkbox"/> RELIGION | <input type="checkbox"/> TRACKING |
| <input type="checkbox"/> CONTORTION | <input type="checkbox"/> INTIMIDATION | <input type="checkbox"/> REPAIR | <input type="checkbox"/> TREASURE SEEKING |
| <input type="checkbox"/> DECEPTION | <input type="checkbox"/> JINSHU YU ROU | <input type="checkbox"/> RUNELORE | <input type="checkbox"/> TRINKET GATHERING |
| <input type="checkbox"/> DETECT | <input type="checkbox"/> LOCKPICK | <input type="checkbox"/> SCIENCE | <input type="checkbox"/> WORLD |
| <input type="checkbox"/> DISARM TRAPS | <input type="checkbox"/> MAGIC SENSE | <input type="checkbox"/> SIXTH SENSE | <input type="checkbox"/> ZOOLOGY |
| <input type="checkbox"/> DUAL WEAPONS | <input type="checkbox"/> MAGICAL ITEMS | <input type="checkbox"/> SLEIGHT OF HAND | |

INVENTORY

ITEMS EQUIPPED

ARMOUR.....
SHIELD.....
WEAPON.....
DUAL WEAPON.....
HEAD.....
NECK.....
ARMS.....
BODY.....
LEGS.....
FEET.....
RING.....
RING.....

BACKPACK EQUIPMENT

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.....
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.....
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.....
.....

OTHER ITEMS

CONSUMABLES

| | |
|--|---------------------|
| | PROVISIONS (MAX 14) |
|--|---------------------|

RESOURCES

CRYSTALS (MAX 50)

SILVER DENARII

TREASURY

INCOME & EXPENSES

UNIQUE MASTERIES

CONDITIONS

POWERS

COMPANION

ARMOUR
RATING

NAME: _____

TOTAL

ABILITIES

MAX HEALTH

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TOTAL

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HEALTH

SKILLS

INVENTORY

NOTES

ON COMPANION'S DEATH, TURN TO SECTION _____ IN VOLUME _____

| | | | | | | | | | | | | | | | |
|--|---|--|--|------------|--|-------|------------|--|--|--|--|---|----|--|--|
| A  | B  | C  | D  | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| E  | F  | G  | H  | | | | | | | | | | | | |
| | | | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; font-size: 8px;">POWER</td> <td style="width: 50%; font-size: 8px;">REPUTATION</td> </tr> <tr> <td style="height: 20px;"> </td> <td style="height: 20px;"> </td> </tr> </table> | POWER | REPUTATION | | | | | | | | | | |
| POWER | REPUTATION | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| I  | J  | K  | L  | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | |
| M  | N  | O  | P  | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| Q  | R  | S  | T  | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | |
| POWER | REPUTATION | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| I | II | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| U  | V  | W  | X  | | | | | | | | | | | | |
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