# LEGEND

player .....

character .....

race ..... age .....

homeland ..... gender .....

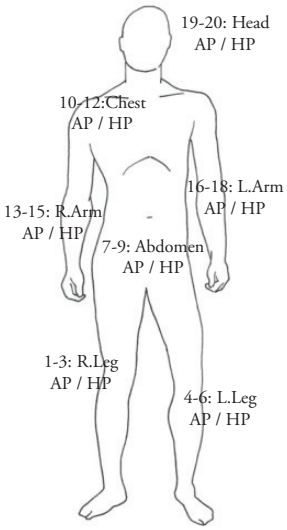
culture ..... family .....

profession ..... .....

## HERO POINTS

## CHARACTERISTICS & ATTRIBUTES

| | | |
|---|---|---|
| STR | ○ | combat actions |
| CON | ○ | damage modifier |
| SIZ | ○ | improvement modifier |
| INT | ○ | movement |
| POW | ○ | dedicated POW |
| DEX | ○ | magic points |
| CHA | ○ | strike rank |




## ARMOUR TYPES

armour penalty:

## GRIMOIRES

## COMMON SKILLS

| Skill | Basic Percentage | % |
|---|---|---|
| Athletics | STR+DEX | |
| Brawn | STR+SIZ | |
| Culture (Own) | INT x2 | |
| Dance | DEX+CHA | |
| Drive | DEX+POW | |
| Evade | DEX x2 | |
| Evaluate | INT+CHA | |
| First Aid | INT+DEX | |
| Influence | CHA x2 | |
| Insight | INT+POW | |
| Lore (Regional) | INT x2 | |
| Perception | INT+POW | |
| Persistence | POW x2 | |
| Resilience | CON x2 | |
| Ride | DEX+POW | |
| Sing | CHA+POW | |
| Sleight | DEX+CHA | |
| Stealth | DEX+INT | |
| Swim | STR+CON | |
| Unarmed | STR+DEX | |

## ADVANCED & MAGICAL SKILLS

| Advanced Skill | Basic Percentage | % |
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## COMBAT STYLES

| Combat Style | Basic Percentage | % |
|---|---|---|
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## WEAPONS

| Weapon | Size | Reach | Damage | AP | HP | Combat Manoeuvres | Range | Load | ENC |
|---|---|---|---|---|---|---|---|---|---|
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# LEGEND

player .....

character .....

## FATIGUE

| *Level* | | *Skills Effect* | *Movement* | *Strike Rank* | *CA* |
|---|---|---|---|---|---|
| Fresh | | - | | | |
| Winded | | –10% to all skills | | | |
| Tired | | –20% to all skills | –1m | | |
| Weary | | –30% to all skills | –1m | –2 | |
| Exhausted | | –40% to all skills | Halved | –4 | –1 |
| Debilitated | | –50% to all skills | Halved | –6 | –2 |

## DISEASES POISONS &HEALTH

## EQUIPMENT

| Equipment | Enc |
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## MONEY, WEALTH & POSSESSION

## CONTACTS, FRIENDS & ENEMIES

## NOTES

## CULTS

**Cult Name:**

**Rank:**

**Dedicated POW:**

**Pact**

**Lore**

**Cult Skills:**

**Specific Duties:**

**Gifts/Compulsions:**

**Divine Spells:**