

Legends Role-playing Game

NAME	PLAYER	LEVEL
ANCESTRY	BACKGROUND	REMAINING L

GENERAL SKILLS

-  ____ ACROBATICS (AGI)
-  ____ ANIMAL HANDLING (AWA)
-  ____ ARCANA (INT)
-  ____ ATHLETICS (STR)
-  ____ CRAFTING (PRE)
-  ____ DECEPTION (CHA)
-  ____ HISTORY (INT)
-  ____ INSIGHT (AWA)
-  ____ INTIMIDATION (CHA)
-  ____ INVESTIGATION (INT)
-  ____ MEDICINE (INT)
-  ____ NATURE (INT)
-  ____ PERCEPTION (AWA)
-  ____ PERFORMANCE (CHA)
-  ____ PERSUASION (CHA)
-  ____ RELIGION (INT)
-  ____ SLEIGHT OF HAND (PRE)
-  ____ SPIRITUALITY (AWA)
-  ____ STEALTH (AGI)
-  ____ STREETWISE (AWA)
-  ____ SURVIVAL (AWA)

EXPERT SKILLS	
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____

SAVING THROWS

_____ STRENGTH

_____ AGILITY

_____ CONSTITUTION

_____ CHARISMA

_____ INTELLIGENCE

ABILITY SCORES	
____ STRENGTH	____ AWARENESS
____ AGILITY	____ CHARISMA
____ PRECISION	____ INTELLIGENCE
____ CONSTITUTION	____ SORCERY

SPELLCASTING TRAINING

S A FOCUS TRAINING

MARTIAL TRAINING

☒ S ☐ A WEAPON TRAINING

☐ L ☒ M ☐ H ARMOR TRAINING

☐ SHIELD TRAINING

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

____ MARTIAL SKILL

LANGUAGES & MISC

ARMOUR	EVASION	WALKING SPEED	INITIATIVE	SAVE DC

HIT POINTS		
TEMP	CURRENT	MAX

CONDITIONS	
_____	DYING ① ② ③ 🗑️
_____	EXHAUSTION ① ② ③ ④ ⑤ 🗑️

BASIC ATTACKS				
ACTIONS	NAME	RANGE	ATTACK	DAMAGE

LONG REST	HIT DICE
+ HP	MAX
+ ½ HIT DICE	

EQUIPMENT

ATTUNEMENT SLOTS

TREASURE POUCH

_____ GOLD

_____ SILVER

_____ COPPER

[illegible]