

Legends of the Eight Kingdoms  
Character Sheet

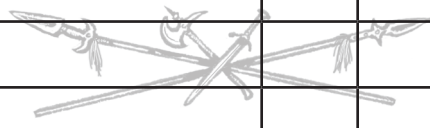
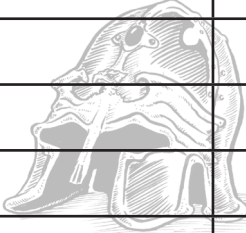
Name & Concept

History

Aptitude	Dice	Skills			
Aim		Archery		Crossbow	
		Sling		Throw	
Animal Ken		Handle Animal		Hunt	
		Ride		Train Animal	
Athletics		Acrobatics		Dodge	
		Move		Swim	
Awareness		Alertness		Empathy	
		Orient		Perception	
		Track			
Endurance		Concentration		Durability	
		Health		Survival	
Fight		Armor		Axe	
		Blade		Mace	
		Pole		Reaction	
		Tactics			
Influence		Charm		Diplomacy	
		Guile		Intimidate	
		Lead		Sing	
Lore		Arcana		Heal	
		History		Language	
		Nature		Religion	
Might		Brawl		Climb	
		Strength		Wrestle	
Power		Bind		Runes	
		Weave		Willpower	
Resources		Authority		Contact	
		Title		Wealth	
Stealth		Disguise		Hide	
		Sneak		Trail	
Thievery		Locks		Sleight	
		Streetwise		Traps	

Stats	
<b>MONEY</b> <i>Resources + Wealth</i>	
<b>MOVEMENT</b> <i>Athletics + Move</i>	
<b>REACTION LIMIT</b> <i>Fight + Reaction</i>	
<b>INITIATIVE</b> <i>Awareness + Reaction</i>	
<b>MOTES</b> <i>Power + (Willpower x2)</i>	
<b>CURRENT MOTES</b>	
<b>GRACE</b> <i>Power + Influence + Willpower + (Religion x2)</i>	
<b>CURRENT GRACE</b>	
<b>DAMAGE BOXES</b> <i>(Endurance + Durability) x3 + (Fight + Might + Health) x2 + Athletics + Armor + Willpower</i>	
<b>CURRENT DAMAGE</b>	
<b>WOUND THRESHOLD</b> <i>Endurance + Fight + Power + Durability</i>	
<b>WOUNDS</b>	

UNUSED XP	TOTAL PROTECTION

WEAPONS			ARMOR	
Name	Dam	Range	Name	Protection
				

EQUIPMENT
