Lejendary Adventure™

Avatar Record Sheet

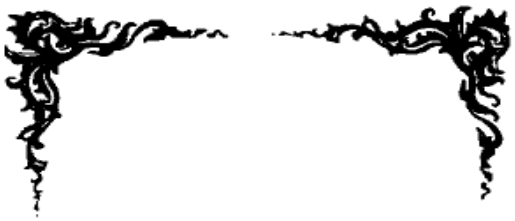
Avatar: _____

Race: _____ Social Class: _____

Gender: _____ Birth Rank: _____

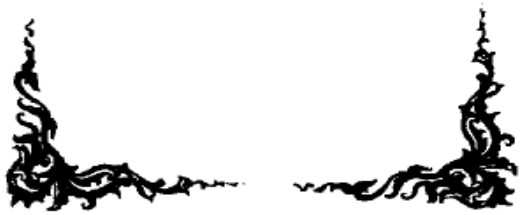
Order: _____

Rank: _____ Title: _____



	Base	Mod.	Harm	Current
Health				
Precision				
Speed				
Intellect				
AEPs*				

* Multiply unmodified Speed times four to arrive at Activation Energy Points (AEPs).



Abilities and Abilitu Scores

Rank	Ability	Score	Notes
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			
10th			
11th			
12th			
13th			

Disaster Avoidance

	No Armor	With Armor
2x Speed:		
3x Speed:		
4x Speed:		
5x Speed:		

Movement

	No Armor	With Armor
Walking:	/ABC	/ABC
Trotting:	/ABC	/ABC
Running:	/ABC	/ABC
Swimming	/ABC	/ABC
Climbing	/ABC	/ABC

Reputation

Repute: _____

Disrepute: _____

Dark Repute: ___

Knacks: _____

Quirks: _____

Cash on Hand: _____

Banked: _____

Location: _____

Arms Carried

Weapon	Qty	Base Harm	Harm Class	Range/ Radius	Speed	Ability Score	Precision Bonus	% to Hit*	Harm Bonus

* To calculate % to Hit, use the appropriate Ability Score, add the weapon's Precision bonus and adjust for any Ability bonuses or penalties (i.e., using Weapons Ability for a ranged weapon – 50% for bows and the like, 25% for crossbows and the like

Armor & Protection

Armor	Protection (%)	Speed Penalty	Health	Damage

Racial Capacities & Handicaps

Extraordinary Activations & Abilities

Name/Activation	Type	Time	AEP/use	Detail	Pg#

Avatar Description

Age: _____ Hair: _____
Height: _____ Eye Color: _____
Weight: _____ Build: _____

Description: _____

Merits & Demerits

General:

Ability	Merits

Avatar History: _____

Discerning Characteristics: _____

Special Contacts: _____

Personal Objectives & Reason for Adventuring: _____

Quote: _____
Pantheon: _____ Deity: _____

Equipment & Treasure

Item	Qty	Location	Item	Qty	Location

Transportation

Type: _____ Name: _____

Item Carrying	Qty	Item Carrying	Qty

Notes