

LEGEND NAME	
Level	

WEAPONS	SIZE	TYPE	RANGE	POWER	OTHER BATTLE STATS

CORE STATS	
Strength	
Intelligence	
Endurance	
Agility	
Sensory	
Luck	

ARMOR	PHYSICAL ARMOR	MAGICAL ARMOR	OTHER BATTLE STATS

ARTIFACTS	SPECIFICS

BATTLE STATS	USING CORE STATS WITH EQUIPMENT		
Fill the left column using the Legends Core Stats. Use the other columns to create totals for different selection of Equipment and more.			
Movement			
Range	-		
Critical Chance			
Power			
Critical Bonus			
Dodge Chance			
P Block Chance			
M Block Chance			
Physical Armor			
Magical Armor			
Block Bonus			
Bonus Heal	-		
Max Health			
CURRENT HEALTH			

ABILITIES	SCORE	DETAILS
Athletics		Complex climbing, jumping or swimming and longer durations of running.
Overpower		Overpowering another creature using overt threats, hostile actions, and physical violence.
Wreck		Efficiently breaking an object in a certain way.
Civilization		Knowledge of the lands' history, language, culture, deities, prayers and more.
Magics		Knowledge of magical spells, beings, runes, and items.
Nature		Knowledge of nature, including flora, fauna and climate.
Medicine		Knowledge of medicine and the success of diagnosing an illness.
Machinery		Knowledge of complex machinery and gadgets.
Survival		Overall health in extreme survival conditions.
Fortitude		Reducing the impact when struck by traps, inflicted with poison or when hurt by other hazards.
Concentration		Concentration and focus to withstand mind-affecting spells.
Acrobatics		Complex stunts like dives, rolls, somersaults, and flips.
Nimbleness		Reaction time and stealthy actions to remain unseen.
Trickery		Devious actions like lockpicking, stealing, and sleight of hand actions.
Awareness		Overall awareness of the surroundings.
Cluefinding		Finding clues and special details.
Observation		Spotting specific details and determining a creature's intentions based on body language and speech habits.
Animal Taming		Communicate and comfort an animal.
Entertainment		Delight an audience with any form of entertainment.
Negotiation		Changing someone's mind through friendly means or bluffing.