Inventory of Note, _____ of 20 Wealth Level 2

Notes

OPEN·LEGEND

OPEN-SOURCE RPG

Character Name

Player Name

Archetype Level 0 XP 0

Description

Attributes

Points Spent 0 of 40

PHYSICAL

DICE		SCORE	COST
0	Agility	0	0
0	Fortitude	0	0
0	Might	0	0

SOCIAL

DICE		SCORE	COST
0	Deception	0	0
0	Persuasion	0	0
0	Presence	0	0

MENTAL

DICE		SCORE	COST
0	Learning	0	0
0	Logic	0	0
0	Perception	0	0
0	Will	0	0

EXTRAORDINARY

DICE		SCORE	COST
0	Alteration	0	0
0	Creation	0	0
0	Energy	0	0
0	Entropy	0	0
0	Influence	0	0
0	Movement	0	0
0	Prescience	0	0
0	Protection	0	0

NOTES

Hit Points

CURRENT	MAX	LETHAL
10	10	0

Speed

30

BASE 30
FEATS 0
OTHER 0

Guard

10 +10

0 Agility
0 Might
0 Armor
0 Feats
0 Other

Defenses

Toughness

10 +10

0 Fortitude
0 Will
0 Feats
0 Other

Resolve

10 +10

0 Presence
0 Will
0 Feats
0 Other

Feats

Points Spent 0 of 0

Perks

Flaws

Legend Points

0 OF 10

Favored Actions

NAME	ATTRIBUTE	TARGET	DICE	NOTES
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	

Other Actions

NAME	ATTRIBUTE	TARGET	DICE	NOTES
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
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		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
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		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
		vs Defense/Boon CR	#d# (eg: 1d6)	
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