

# Legendary Quest Skills Sheet

## Character Sheets

The following four pages contain Legendary Quest™ character sheets you will use to keep track of your characters during adventures.

**General sheet**—This sheet will be used by all players. Use this sheet to keep track of general information about your character, including attributes, weapons, equipment, and wealth.

**Skills sheet**—This sheet will also be used by all players. Use this sheet to keep track of your talents, skills, and lore, among other things.

**Priest sheet**—This is the third sheet for players who choose to play a religious class that requires you to follow a deity. Use this sheet to keep track of your piety level, your deity's information, your spells, and the spell categories from which you may cast.

**Mage sheet**— This is the third sheet for players who choose to play a class that employs the Arcane lores. Use this sheet to keep track of your spells, their components, and the various lores you acquire.

You can also download electronic versions of the character sheets at:

[www.legendaryquest.com](http://www.legendaryquest.com)











# Legendary Quest™ Combat Worksheet

Overlord: \_\_\_\_\_

Date: \_\_\_\_\_

	Character	Defense
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____

<b>Monster</b>					
<b>CL:</b>					
<b>Attack:</b>					
<b>Defense:</b>					
<b>Abs.:</b>					
<b>EP:</b>					
<b>Damage:</b>					
<b>DT:</b>					

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

X = Party Initiative                      # = Individual Initiative  
 O = Monster Initiative                  -- = Second Complete