

DISCIPLINE: _____

CIRCLE: _____ GENDER: _____ RACE: _____

HAIR: SKIN: AGE:

HEIGHT: _____ WEIGHT: _____ EYES: _____

| BASE VALUE | LP INCREASE | CURRENT VALUE | STEP | ACTION DICE |
|---------------|----------------|------------------|------|-------------|
|---------------|----------------|------------------|------|-------------|

| | | | | | |
|------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DEXTERITY | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| STRENGTH | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| TOUGHNESS | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| PERCEPTION | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WILLPOWER | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CHARISMA | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

| | | | | | |
|---------------|-------------|-------------------|---------------|--|-------------|
| MOVEMENT RATE | | CARRYING CAPACITY | KARMA POINTS | | MAX |
| <div></div> | | <div></div> | <div></div> | | <div></div> |
| INITIATIVE | | | | | |
| STEP | ACTION DICE | | ARMOR RATINGS | | |

ARMOR RATINGS

DEFENSE RATINGS

ARMOR

| | | | |
|------------------|--|----------------|------------------|
| PHYSICAL DEFENSE | | SHIELD | DEFLECTION BONUS |
| SPELL DEFENSE | | PHYSICAL ARMOR | |
| SOCIAL DEFENSE | | MYSTIC ARMOR | |

HEALTH

CURRENT DAMAGE

| <div style="display: flex; justify-content: space-between; font-weight: normal; font-size: 0.9em;"> TESTS PER DAY STEP ACTION DICE </div> <div style="text-align: center; font-weight: bold; font-size: 1.2em; margin-top: 5px;">RECOVERY</div> | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| | | |
| <div style="display: flex; justify-content: space-between; font-weight: normal; font-size: 0.9em;"> BASE ADJUSTMENT CURRENT VALUE </div> <div style="text-align: center; font-weight: bold; font-size: 1.2em; margin-top: 5px;">UNCONSCIOUSNESS</div> | | |
| | | |

DEATH

WOUNDS

Diagram illustrating the current value calculation process:

- BASE** (represented by a box)
- ADJUSTMENT** (represented by a box)
- CURRENT VALUE** (represented by a box)
- THRESHOLD** (represented by a box)
- PENALTIES** (represented by a table):

| | | | | |
|----|----|----|----|----|
| -1 | -2 | -3 | -4 | |
| -5 | -6 | -7 | -8 | -9 |

MELEE WEAPONS

| WEAPON | DAMAGE STEP | SIZE | TIMES FORGED |
|--------|----------------|------|-----------------|
|--------|----------------|------|-----------------|

RANGED WEAPONS

| WEAPON | DAMAGE STEP | SIZE | TIMES FORGED | SHORT | LONG |
|--------|----------------|------|-----------------|-------|------|
|--------|----------------|------|-----------------|-------|------|

DISCIPLINE TALENTS

INITIATE/NOVICE

TALENT NAME

| ACTION | STRAIN | ATTRIBUTE | RANK | STEP | ACTION DICE |
|--------|--------|-----------|------|------|-------------|
|--------|--------|-----------|------|------|-------------|

[illegible]

JOURNEYMAN

[illegible]

MASTER

_____ + _____ = _____

_____ + _____ = _____

_____ + _____ = _____

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

[illegible]

CHARACTER

OTHER TALENTS

INITIATE/NOVICE

TALENT NAME

K14

ACTION

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

| | | | | | | |
|------------|--------------------------|-------|---|-------|---|-------|
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| JOURNEYMAN | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| WARDEN | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |
| | <input type="checkbox"/> | _____ | + | _____ | = | _____ |

SKILLS

SKILL NAME

ACTION

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

[illegible]

EXPERIENCE

TOTAL LEGEND POINTS

11/11/2016

RENOWN



CURRENT LEGEND POINTS

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REPUTATION

11/11/2019

[illegible][illegible]

EQUIPMENT

ITEMS

WEIGHT

ITEMS

WEIGHT

GOLD PIECES (10:1)

SILVER PIECES (1:1)

COPPER PIECES (1:10)

THREAD MAGIC

| DAMAGE | DR | EFFECT |
|--------|----|--------|
|--------|----|--------|

TARGET

| BANK | LOGCOST | EFFECT |
|------|---------|--------|
|------|---------|--------|

ITEM

TYPE

ADDITIONAL DISCIPLINE

DISCIPLINE TALENTS

DISCIPLINE BONUSES

INITIATE/NOVICE

TALENT NAME

ACTION

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

CIRCLE

BONUS/ABILITY

[illegible]

OTHER TALENTS

KARMA RITUAL

INITIATE/NOVICE

TALENT NAME

KARMA2

ACTI

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

| | | | | | | | |
|------------|--------------------------|-------|-------|-------|-------|-------|-------|
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| JOURNEYMAN | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| WARDEN | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| | <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |