

DISCIPLINE: \_\_\_\_\_

CIRCLE: \_\_\_\_\_ GENDER: \_\_\_\_\_ RACE: \_\_\_\_\_

HAIR: SKIN: AGE:

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ EYES: \_\_\_\_\_

BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
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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

RECOVERY		
TESTS PER DAY	STEP	ACTION DICE
UNCONSCIOUSNESS		
BASE	ADJUSTMENT	CURRENT VALUE

## DEATH

## WOUNDS

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graph LR
    BASE[BASE] --> ADJUSTMENT[ADJUSTMENT]
    ADJUSTMENT --> CURRENT_VALUE[CURRENT VALUE]
    CURRENT_VALUE --> THRESHOLD[THRESHOLD]
    THRESHOLD --> PENALTIES[PENALTIES]
    PENALTIES --> DECISION[DECISION]
  
```

The diagram illustrates the decision process for the death penalty. It starts with a **BASE** value, which is then **ADJUSTED** to produce a **CURRENT VALUE**. This current value is compared against a **THRESHOLD**. If the current value is less than the threshold, **PENALTIES** are applied, leading to a final **DECISION**.

## MELEE WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED
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## RANGED WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED	SHORT	LONG
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## DISCIPLINE TALENTS

## INITIATE/NOVICE

**TALENT NAME**

ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
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[illegible]

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**JOURNEYMAN**

	+ _____ =	
	+ _____ =	
	+ _____ =	
	+ _____ =	
<b>WARDEN</b>	+ _____ =	
	+ _____ =	
	+ _____ =	
	+ _____ =	

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**MASTER**

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

## DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

[illegible]

## CHARACTER

## OTHER TALENTS

## INITIATE/NOVICE

TALENT NAME

K44

## 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"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
<b>JOURNEYMAN</b>	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
	<input type="checkbox"/>	_____	_____	+	_____	=	_____
<b>WARDEN</b>	<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**

11/11/2019

## RENOWN



### CURRENT LEGEND POINTS

\_\_\_\_\_

## REPUTATION





# SPELLS

[illegible]

# EQUIPMENT

ITEMS

WEIGHT

ITEMS

WEIGHT

GOLD PIECES (10:1)

SILVER PIECES (1:1)

COPPER PIECES (1:10)



## THREAD MAGIC

DAMAGE	DR	EFFECT
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**TARGET**

BANK	LOG COST	EFFECT
1	1.0000	1.0000
2	1.0000	1.0000
3	1.0000	1.0000
4	1.0000	1.0000
5	1.0000	1.0000
6	1.0000	1.0000
7	1.0000	1.0000
8	1.0000	1.0000
9	1.0000	1.0000
10	1.0000	1.0000
11	1.0000	1.0000
12	1.0000	1.0000
13	1.0000	1.0000
14	1.0000	1.0000
15	1.0000	1.0000
16	1.0000	1.0000
17	1.0000	1.0000
18	1.0000	1.0000
19	1.0000	1.0000
20	1.0000	1.0000
21	1.0000	1.0000
22	1.0000	1.0000
23	1.0000	1.0000
24	1.0000	1.0000
25	1.0000	1.0000
26	1.0000	1.0000
27	1.0000	1.0000
28	1.0000	1.0000
29	1.0000	1.0000
30	1.0000	1.0000
31	1.0000	1.0000
32	1.0000	1.0000
33	1.0000	1.0000
34	1.0000	1.0000
35	1.0000	1.0000
36	1.0000	1.0000
37	1.0000	1.0000
38	1.0000	1.0000
39	1.0000	1.0000
40	1.0000	1.0000
41	1.0000	1.0000
42	1.0000	1.0000
43	1.0000	1.0000
44	1.0000	1.0000
45	1.0000	1.0000
46	1.0000	1.0000
47	1.0000	1.0000
48	1.0000	1.0000
49	1.0000	1.0000
50	1.0000	1.0000
51	1.0000	1.0000
52	1.0000	1.0000
53	1.0000	1.0000
54	1.0000	1.0000
55	1.0000	1.0000
56	1.0000	1.0000
57	1.0000	1.0000
58	1.0000	1.0000
59	1.0000	1.0000
60	1.0000	1.0000
61	1.0000	1.0000
62	1.0000	1.0000
63	1.0000	1.0000
64	1.0000	1.0000
65	1.0000	1.0000
66	1.0000	1.0000
67	1.0000	1.0000
68	1.0000	1.0000
69	1.0000	1.0000
70	1.0000	1.0000
71	1.0000	1.0000
72	1.0000	1.0000
73	1.0000	1.0000
74	1.0000	1.0000
75	1.0000	1.0000
76	1.0000	1.0000
77	1.0000	1.0000
78	1.0000	1.0000
79	1.0000	1.0000
80	1.0000	1.0000
81	1.0000	1.0000
82	1.0000	1.0000
83	1.0000	1.0000
84	1.0000	1.0000
85	1.0000	1.0000
86	1.0000	1.0000
87	1.0000	1.0000
88	1.0000	1.0000
89	1.0000	1.0000
90	1.0000	1.0000
91	1.0000	1.0000
92	1.0000	1.0000
93	1.0000	1.0000
94	1.0000	1.0000
95	1.0000	1.0000
96	1.0000	1.0000
97	1.0000	1.0000
98	1.0000	1.0000
99	1.0000	1.0000
100	1.0000	1.0000

## ITEM

**TYPE**





## ADDITIONAL DISCIPLINE

## DISCIPLINE TALENTS

## DISCIPLINE BONUSES

## INITIATE/NOVICE

TALENT NAME

## ACTION

STRAIN

**ATTRIBUTE**

RANK

**STEP**

## ACTION DICE

CIRCLE

**BONUS/ABILITY**

			*	=			
			+	=			
			*	=			
			+	=			
			*	=			
			+	=			
			*	=			
JOURNEYMAN			+	=			
			*	=			
			+	=			
			*	=			
WARDEN			+	=			
			*	=			
			+	=			
			*	=			
MASTER			+	=			
			*	=			
			+	=			
			*	=			

## OTHER TALENTS

## KARMA RITUAL

## INITIATE/NOVICE

TALENT NAME

KARMA2

ACTI

STRAIN

**ATTRIBUTION**

TE RA

### 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"/>	_____	_____	_____	_____	_____	_____