

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

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

HAIR: SKIN: AGE:

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

| BASE<br>VALUE | LP<br>INCREASE | CURRENT<br>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

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

## DEATH

## WOUNDS

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, various **PENALTIES** are applied, ranging from -1 to -9. The final outcome is a decision, which is either **DEATH** or **NO DEATH**.

## MELEE WEAPONS

| WEAPON | DAMAGE<br>STEP | SIZE | TIMES<br>FORGED |
|--------|----------------|------|-----------------|
|--------|----------------|------|-----------------|

## RANGED WEAPONS

| WEAPON | DAMAGE<br>STEP | SIZE | TIMES<br>FORGED | SHORT | LONG |
|--------|----------------|------|-----------------|-------|------|
|--------|----------------|------|-----------------|-------|------|

## 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

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





[illegible][illegible]

# EQUIPMENT

ITEMS

WEIGHT

ITEMS

WEIGHT

GOLD PIECES (10:1)

SILVER PIECES (1:1)

COPPER PIECES (1:10)



## SPECIAL MAGIC

# BLOOD MAGIC

**TYPE**

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

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## THREAD MAGIC

**TARGET**

| RANK | LP COST | EFFECT |
|------|---------|--------|
|------|---------|--------|

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## PATTERN ITEMS

ITEM

**TYPE**

[illegible][illegible]

## MAGICAL TREASURE

NAME: \_\_\_\_\_

MAX. THREADS: \_\_\_\_\_ SPELL DEFENSE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

## THREAD RANKS

LP COST      EFFECT



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