



ATTRIBUTES

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>		
STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>		
TOUGHNESS	<input type="text"/>	<input type="text"/>	<input type="text"/>		
PERCEPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>		
WILLPOWER	<input type="text"/>	<input type="text"/>	<input type="text"/>		
CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>		

CHARACTERISTICS

MOVEMENT RATE	CARRYING CAPACITY	KARMA POINTS	MAX
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE	ACTION DICE
<input type="text"/>	<input type="text"/>

ARMOR RATINGS

DEFENSE RATINGS

	ARMOR	DEFLECTION BONUS
PHYSICAL DEFENSE	<input type="text"/>	<input type="text"/>
SPELL DEFENSE	<input type="text"/>	<input type="text"/>
SOCIAL DEFENSE	<input type="text"/>	<input type="text"/>

HEALTH

TESTS PER DAY	RECOVERY	CURRENT DAMAGE
STEP	ACTION DICE	
<input type="text"/>	<input type="text"/>	<input type="text"/>

UNCONSCIOUSNESS	CURRENT VALUE
BASE	ADJUSTMENT
<input type="text"/>	<input type="text"/>

DEATH	CURRENT VALUE	WOUNDS
BASE	ADJUSTMENT	THRESHOLD
<input type="text"/>	<input type="text"/>	<input type="text"/>

PENALTIES
<input type="text"/> -1 <input type="text"/> -2 <input type="text"/> -3 <input type="text"/> -4
<input type="text"/> -5 <input type="text"/> -6 <input type="text"/> -7 <input type="text"/> -8 <input type="text"/> -9

WEAPONS

WEAPON	DAMAGE	SIZE	TIMES	SHORT	LONG
	STEP		FORGED		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY	CIRCLE	BONUS/ABILITY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EXPERIENCE

TOTAL LEGEND POINTS	CURRENT LEGEND POINTS	RENOWN	REPUTATION
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME: _____

DISCIPLINE: _____ CIRCLE: _____

RACE: _____ GENDER: _____ AGE: _____

HAIR: _____ SKIN: _____ EYES: _____

HEIGHT: _____ WEIGHT: _____

RACIAL ABILITIES: _____

DISCIPLINE TALENTS

INITIATE/NOVICE

TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

JOURNEYMAN

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

OTHER TALENTS

INITIATE/NOVICE

TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

JOURNEYMAN

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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SKILLS

SKILL NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RESULT LEVEL TABLE

Difficulty Number	Pathetic	Poor	—Result—			
			Average	Good	Excellent	Extraordinary
2	*	1	2-4	5-6	7-8	9+
3	*	1-2	3-5	6-7	8-9	10+
4	*	1-3	4-6	7-9	10-11	12+
5	1	2-4	5-7	8-10	11-13	14+
6	1	2-5	6-8	9-12	13-16	17+
7	1-2	3-6	7-10	11-14	15-18	19+
8	1-3	4-7	8-12	13-15	16-19	20+
9	1-4	5-8	9-14	15-17	18-21	22+
10	1-5	6-9	10-15	16-19	20-22	24+
11	1-5	6-10	11-16	17-20	21-24	25+
12	1-6	7-11	12-17	18-22	23-26	27+
13	1-6	7-12	13-19	20-24	25-28	29+
14	1-7	8-13	14-20	21-25	26-30	31+
15	1-8	9-14	15-22	23-26	27-30	31+
16	1-9	10-15	16-23	24-27	28-32	33+
17	1-10	11-16	17-24	25-29	30-33	34+
18	1-11	12-17	18-25	26-30	31-35	36+
19	1-11	12-18	19-27	28-32	33-36	37+
20	1-12	13-19	20-28	29-33	34-38	39+
21	1-13	14-20	21-29	30-35	36-40	41+
22	1-14	15-21	22-30	31-36	37-41	42+
23	1-15	16-22	23-32	33-37	38-42	43+
24	1-15	16-23	24-33	34-38	39-43	44+
25	1-16	17-24	25-34	35-40	41-45	46+
26	1-17	18-25	26-35	36-41	42-46	47+
27	1-18	19-26	27-36	37-42	43-48	49+
28	1-18	19-27	28-38	39-44	45-49	50+
29	1-20	21-28	29-39	40-45	46-50	51+
30	1-20	21-29	30-40	41-46	47-52	53+
31	1-21	22-30	31-41	42-47	48-53	54+
32	1-22	23-31	32-42	43-48	49-54	55+
33	1-23	24-32	33-44	45-50	51-56	57+
34	1-23	24-33	34-45	46-51	52-57	58+
35	1-24	25-34	35-46	47-52	53-59	60+
36	1-25	26-35	36-47	48-53	54-59	60+
37	1-26	27-36	37-48	49-55	56-61	62+
38	1-27	28-37	38-50	51-56	57-62	63+
39	1-28	29-38	39-51	52-57	58-63	64+
40	1-29	30-39	40-52	53-58	59-65	66+

*No such thing as a Pathetic result for this Difficulty Number, except if the **Rule of One** (see the *Player's Guide*, p.15), is being used.

STEP/ACTION DICE TABLE

Step Number	Action Dice
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	2D8
11	D10+D8
12	2D10
13	D12+D10
14	2D12
15	D12+2D6
16	D12+D8+D6
17	D12+2D8
18	D12+D10+D8
19	D12+2D10
20	2D12+D10
21	3D12
22	2D12+2D6
23	2D12+D8+D6
24	2D12+2D8
25	2D12+D10+D8
26	2D12+2D10
27	3D12+D10
28	4D12
29	3D12+2D6
30	3D12+D8+D6
31	3D12+2D8
32	3D12+D10+D8
33	3D12+2D10
34	4D12+D10
35	5D12
36	4D12+2D6
37	4D12+D8+D6
38	4D12+2D8
39	4D12+D10+D8
40	4D12+2D10

STEPS 1, 2, AND 3

Step Number	Action Dice
1	D6-3
2	D6-2
3	D6-1

SPELLS

[illegible]

MAGICAL TREASURE

NAME: _____

MAX. THREADS: _____ SPELL DEFENSE: _____

DESCRIPTION: _____

THREAD RANKS

[illegible]

PATTERN ITEMS

ITEM	TYPE

EQUIPMENT

[illegible]

BLOOD MAGIC

TYPE	DAMAGE	DR	EFFECT

THREAD MAGIC

TARGET	RANK	LP COST	EFFECT

modified Physical, Spell, and Social Defense Ratings on his Character Record Sheet.

Based on his Dexterity Value of 14, Sebastian's character has a Physical Defense of 10, taking into account his windling Increased Physical Defense racial ability, which adds +2 to his base Physical Defense. Spell Defense is based on his Perception value of 16, so the Elementalist has a Spell Defense of 9. His Charisma Value of 16 gives him a Social Defense of 9.

HEALTH RATINGS

Based on his Toughness Value, a character's Health Ratings determine how much damage he can take before being knocked unconscious, taking a serious wound, or dying. Health Ratings also determine how quickly a character heals.

The **Death Rating** represents the number of Damage Points required to kill a character. When his Current Damage equals or exceeds his

Death Rating, the character dies. The **Unconsciousness Rating** represents the amount of cumulative damage it takes to knock a character out. When the character's Current Damage equals or exceeds his Unconsciousness Rating, he falls unconscious. Because this value is lower than his Death Rating, a character will usually pass out before dying.

Any single attack that inflicts a number of Damage Points at least equal to a character's **Wound Threshold** also inflicts a Wound. Wounds heal more slowly than normal damage and reduce the character's ability to perform actions. **Recovery Tests** refers to the number of Recovery Tests a character may make each day. When characters use their Recovery Tests they roll a number of Action Dice based on their Toughness Step to determine how many Damage Points they recover—the amount of damage healed. Wounds impair the character's ability to recover damage. Recovery Tests can also be used to fuel some magical abilities. See **Resolving Attacks**, p.218, and **Effects of Injury**, p.220, for more information on how to inflict (and recover from) damage.

Some races receive special modifiers for damage and recovery (see the **Namegiver Races** chapter, p.19). Record the character's Health Ratings on his Character Record Sheet.

CHARACTERISTICS TABLE

Attribute Value	Initiative DEX	Defense Ratings DEX/PER/CHA	Encumbrance STR	Health Ratings TOU				Armor WIL
	Step Number	Physical / Spell / Social Defense	Carrying Capacity (lbs)	Death Rating	Uncon. Rating	Wound Threshold	Recovery Tests (per day)	Mystic Armor
1	2	2	5	19	10	3	½ days	0
2	2	3	10	20	11	4	½ days	0
3	2	3	15	22	13	4	1	0
4	3	4	20	23	14	5	1	0
5	3	4	25	24	15	5	1	0
6	3	4	30	26	17	6	1	0
7	4	5	40	27	18	6	1	0
8	4	5	50	28	19	7	2	0
9	4	6	60	30	21	7	2	0
10	5	6	70	31	22	8	2	0
11	5	7	80	32	24	8	2	1
12	5	7	95	34	26	9	2	1
13	6	7	110	35	27	9	2	1
14	6	8	125	36	28	10	3	2
15	6	8	140	38	30	10	3	2
16	7	9	160	39	31	11	3	2
17	7	9	180	40	32	11	3	3
18	7	10	200	42	34	12	3	3
19	8	10	230	43	35	12	3	3
20	8	10	260	44	36	13	4	4
21	8	11	290	46	39	13	4	4
22	9	11	330	47	40	13	4	4
23	9	12	370	48	41	14	4	5
24	9	12	410	50	43	14	4	5
25	10	13	460	51	44	15	4	5
26	10	13	510	52	45	15	5	6
27	10	13	560	54	47	15	5	6
28	11	14	620	55	48	16	5	6
29	11	14	680	56	49	16	5	7
30	11	15	740	58	51	17	5	7

Overall, the different Health Ratings tell Sebastian how much trauma his character can take before dying. He checks the Characteristics Table, looking up his Elementalist's Toughness Value of 9. The windling has a Death Rating of 30, a Wound Threshold of 7, an Unconsciousness Rating of 21, and he can make 2 Recovery Tests per Day at Step 4/D6, his Toughness Step.

INITIATIVE

A character's **Initiative Step** determines when he acts during a combat round. The Initiative Step is equal to the character's Dexterity Step, minus any modifiers for armor (see **Armor and Shields**, p.254). Record the character's Initiative Step on his Character Record Sheet, noting any modifiers on the Armor Modifiers line. Then record the character's modified Initiative Step and Action Dice.

With a Dexterity Value of 14, Sebastian's character has an Initiative Step of 6. He certainly won't act first during combat, but he won't be the last to act either—as long as his luck holds. He has not purchased any armor at this stage, so his Initiative Step remains unmodified for the time being.