

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

<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
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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]

JOURNEYMAN

		+ _____ =	
		+ _____ =	
		+ _____ =	
		+ _____ =	
WARDEN		+ _____ =	
		+ _____ =	
		+ _____ =	
		+ _____ =	

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



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	IBCOST	EFFECT
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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

KARMA?

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"/>	_____	+	_____	=	_____	_____
	<input type="checkbox"/>	_____	+	_____	=	_____	_____
WARDEN	<input type="checkbox"/>	_____	+	_____	=	_____	_____
	<input type="checkbox"/>	_____	+	_____	=	_____	_____
	<input type="checkbox"/>	_____	+	_____	=	_____	_____