



ATTRIBUTES

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY	[]	+	[]	=	[]
STRENGTH	[]	+	[]	=	[]
TOUGHNESS	[]	+	[]	=	[]
PERCEPTION	[]	+	[]	=	[]
WILLPOWER	[]	+	[]	=	[]
CHARISMA	[]	+	[]	=	[]

CHARACTERISTICS

INITIATIVE			
DEXTERITY STEP	ARMOR PENALTY	OTHER	INITIATIVE STEP/ACTION DICE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
-		+	=
MOVEMENT RATES			
COMBAT	FULL		
<input type="text"/>	<input type="text"/>		
ENCUMBRANCE			
CARRYING CAPACITY		LIFTING CAPACITY	
<input type="text"/>	<input type="text"/>		
DEFENSE RATINGS			
PHYSICAL DEFENSE	<input type="text"/>		
SPELL DEFENSE	<input type="text"/>		
SOCIAL DEFENSE	<input type="text"/>		
ARMOR RATINGS			
ARMOR			
PHYSICAL ARMOR		<input type="text"/>	
MYSTIC ARMOR		<input type="text"/>	

HEALTH RATINGS		RECOVERY TESTS		
WOUND	THRESHOLD	TESTS PER DAY	STEP	ACTION DICE
	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CURRENT DAMAGE				WOUNDS
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1] [2] [3] [4]
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[5] [6] [7] [8] [9]

UNCONSCIOUSNESS RATING					CURRENT VALUE
BASE VALUE	BLOOD MAGIC	DURABILITY	OTHER	=	
<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>	

DEATH RATING					CURRENT VALUE
BASE VALUE	BLOOD MAGIC	DURABILITY	OTHER		

WEAPONS

WEAPON	DAMAGE	TIMES				
	STEP	SIZE	FORGED	SHORT	MEDIUM	LONG

KARMA

AVAILABLE KARMA

STEP/DICE: _____

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MAXIMUM:

DEX STR TOU

SPECIAL USE: _____

PER WIL CHA

NAME:

DISCIPLINE: _____ **CIRCLE:** _____

RACE: _____ GENDER: _____ AGE: _____

HAIR: _____ SKIN: _____ EYES: _____

HEIGHT: _____ **WEIGHT:** _____

RACIAL ABILITIES: _____

TALENTS

SKILLS

LANGUAGES

O CHARACTER RECORD SHEET O

DISCIPLINE

DISCIPLINE:

KARMA RITUAL:

CIRCLE: _____

HALF-MAGIC: _____

HALF-MAGIC ABILITIES: _____

TALENTS

WARDEN

MASTER

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

Step Number		Step/ACTION DICE TABLE
	Action Dice	
1	D4-2	
2	D4-1	
3	D4	
4	D6	
5	D8	
6	D10	
7	D12	
8	2D6	
9	D8+D6	
10	D10+D6	
11	D10+D8	
12	2D10	
13	D12+D10	
14	D20+D4	
15	D20+D6	
16	D20+D8	
17	D20+D10	
18	D20+D12	
19	D20+D16	
20	D20+D8+D6	
21	D20+D10+D6	
22	D20+D10+D8	
23	D20+2D10	
24	D20+D12+D10	
25	D20+D10+D8+D4	
26	D20+D10+D8+D6	
27	D20+D10+2D8	
28	D20+2D10+D8	
29	D20+D12+D10+D8	
30	D20+D10+D8+2D6	
31	D20+D10+2D8+D6	
32	D20+2D10+D8+D6	
33	D20+2D10+2D8	
34	D20+3D10+D8	
35	D20+D12+2D10+D8	
36	2D20+D10+D8+D4	
37	2D20+D10+D8+D6	
38	2D20+D10+2D8	
39	2D20+2D10+D8	
40	2D20+D12+D10+D8	

GRIMOIRE

DISCIPLINE: _____ **DESCRIPTION:** _____

SPELLCASTING RANK: _____

WILLFORCE STEP: _____

CHARACTER RECORD SHEET

EQUIPMENT

FAMILIAR/MOUNT

NAME: _____

TYPE: _____

ATTRIBUTES

STEP ACTION DICE

STEP ACTION DICE

DEXTERITY _____

PERCEPTION _____

STRENGTH _____

WILLPOWER _____

TOUGHNESS _____

CHARISMA _____

INITIATIVE

STEP ACTION DICE

MOVEMENT

COMBAT FULL

ATTACK

STEP ACTION DICE

NUMBER OF ACTIONS _____

DEFENSE RATINGS

PHYSICAL DEFENSE _____

PHYSICAL ARMOR _____

SPELL DEFENSE _____

MYSTIC ARMOR _____

SOCIAL DEFENSE

HEALTH RATINGS

UNCONSCIOUSNESS RATING _____

WOUND THRESHOLD _____

ITEMS

WEIGHT

DEATH RATING _____

CURRENT DAMAGE _____

RECOVERY

TESTS PER DAY STEP ACTION DICE

KNOCKDOWN

STEP ACTION DICE

OTHER POSSESSIONS

ITEMS

LOCATION

KARMA

AVAILABLE KARMA

STEP ACTION DICE

WEAPONS/ATTACK TYPES

WEAPON

DAMAGE STEP WEAPON

DAMAGE STEP

○ CHARACTER RECORD SHEET ○

THREAD & BLOOD MAGIC

MAGICAL ITEM

NAME: _____

MAX. THREADS: _____ **SPELL DEFENSE:** _____

DESCRIPTION: _____

THREAD RANKS

MAGICAL ITEM

NAME: _____

MAX. THREADS: _____ **SPELL DEFENSE:** _____

DESCRIPTION: _____

PATTERN ITEMS

ITEM	TYPE

MAGICAL ITEM

NAME: _____

MAX. THREADS: ____ **SPELL DEFENSE:** _____

DESCRIPTION: _____

THREAD BANKS

THREAD RANK

BLOOD MAGIC

Handwriting practice lines consisting of four horizontal lines per row, with a solid top line, a dashed midline, and a solid bottom line.

THREAD MAGIC

TARGET	RANK	LP COST	EFFECT
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ADDITIONAL DISCIPLINE

TALENTS

TALENT NAME

DISCIPLINE KARM ACTIO STRAIN ATTRIBUTE RANK STEP ACTION DICE CIRCLE
TALENT

DISCIPLINE: _____

CIRCLE: _____

HALF-MAGIC: _____

HALF-MAGIC ABILITIES: _____

KARMA RITUAL: _____

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

TALENT KNACKS

BACKGROUND & EXPERIENCE

BIRTHPLACE: _____ **QUOTE:** _____

QUOTE: _____

BIRTHDATE: _____ **PERSONALITY TRAITS:** _____

PERSONALITY TRAITS: _____

PERSONALITY

APPEARANCE

THE STORY SO FAR

ADVENTURE HISTORY

ADVENTURE TITLE

GAMEMASTER

DATE

LEGEND POINTS EARNED

LEGEND POINT TOTALS

TALENTS	TALENT KNACKS	SKILLS
ATTRIBUTES	KARMA	SPELLS
THREADS		TREASURE
TOTAL SPENT		TOTAL AVAILABLE
GRAND TOTAL		LEGENDARY STATUS

CHARACTER SKETCH

DEVOTION

PASSION: _____ **DEVOTION POINTS**

POWERS:

DEVOTION POINTS

ADVANCEMENT HISTORY

INCREASED ABILITY

OLD VALUE NEW VALUE LP COST

LEGEND POINT COST TABLE

ELEGANT POINT COST TABLE						
TALENT LEVEL						
Rank	Novice	Journeymen	Warden	Master	Skills	Attributes
1	100	200	300	500	200	800
2	200	300	500	800	300	1,300
3	300	500	800	1,300	500	2,100
4	500	800	1,300	2,100	800	3,400
5	800	1,300	2,100	3,400	1,300	5,500
6	1,300	2,100	3,400	5,500	2,100	-
7	2,100	3,400	5,500	8,900	3,400	-
8	3,400	5,500	8,900	14,400	5,500	-
9	5,500	8,900	14,400	23,300	8,900	-
10	8,900	14,400	23,300	37,700	14,400	-
11	14,400	23,300	37,700	61,000	-	-
12	23,300	37,700	61,000	98,700	-	-
13	37,700	61,000	98,700	159,700	-	-
14	61,000	98,700	159,700	258,400	-	-
15	98,700	159,700	258,400	418,100	-	-