

KARMA RITUAL:_____

HALF-MAGIC ABILITIES: _____

TALENT KNACKS

TALENT NAME

[illegible]

TALENT NAME

Talent Name	Discipline Talent?	Karma?	Action?	Strain	Attribute	Rank	Step	Action Dice
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	
	☐	☐	☐			+	=	

Discipline Bonuses

Circle	Bonus/Ability

Step/Action Dice Table	
Step Number	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

TALENT NAME

TALENT NAME	ATTRIBUTE TALENT	KARMA 2	ACTION 2	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE				
	☐	☐	☐			+	=					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

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

STEP/ACTION DICE TABLE	
Step Number	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+2D6
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: _____

[illegible]

CHARACTER RECORD SHEET

EQUIPMENT

FAMILIAR/MOUNT

CARRIED EQUIPMENT

NAME: _____

TYPE: _____

ATTRIBUTES

STEP ACTION DICE STEP ACTION DICE

DEXTERITY _____ PERCEPTION _____

STRENGTH _____ WILLPOWER _____

TOUGHNESS _____ CHARISMA _____

INITIATIVE

STEP ACTION DICE

ATTACK

STEP ACTION DICE

MOVEMENT

COMBAT FULL

NUMBER
OF ACTIONS

DEFENSE RATINGS

PHYSICAL DEFENSE

SPELL DEFENSE

SOCIAL DEFENSE

ARMOR RATINGS

PHYSICAL ARMOR

MYSTIC ARMOR

HEALTH RATINGS

UNCONSCIOUSNESS RATING

WOUND THRESHOLD

WOUNDS

1 2 3 4
5 6 7 8 9

DEATH RATING

CURRENT DAMAGE

RECOVERY

TESTS PER DAY STEP ACTION DICE

KNOCKDOWN

STEP ACTION DICE

KARMA

STEP ACTION DICE

AVAILABLE KARMA

WEAPONS/ATTACK TYPES

WEAPON

DAMAGE
STEP

WEAPON

DAMAGE
STEP

POWERS

POWER NAME ACTION? ATTRIBUTE RANK STEP ACTION DICE

☐

+

=

☐

+

=

☐

+

=

☐

+

=

☐

+

=

☐

+

=

☐

+

=

EQUIPMENT

ITEMS

WEIGHT

ITEMS

LOCATION

OTHER POSSESSIONS

VALUABLES

TYPE

AMOUNT

TYPE

AMOUNT

GOLD PIECES (10:1)

SILVER PIECES (1:1)

COPPER PIECES (1:10)

ADDITIONAL DISCIPLINE

TALENTS

[illegible]

CHARACTER RECORD SHEET

BIRTHDATE: _____ **PERSONALITY TRAITS:** _____

CHARACTER SKETCH

[illegible]

DEVOTION

PASSION: DEVOTION POINTS

MISSION: _____

POWERS: _____

ADVANCEMENT HISTORY

[illegible][illegible]

LEGEND POINT COST TABLE

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

Talent Level						
Rank	Novice	Journeyman	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	-	-