

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

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

## DEATH

## WOUNDS

Diagram illustrating the neural network architecture for the 'DEATH' task. The network consists of several layers: BASE, ADJUSTMENT, CURRENT VALUE, THRESHOLD, and PENALTIES. The BASE layer is a single gray box. The ADJUSTMENT layer is a single white box. The CURRENT VALUE layer is a single white box. The THRESHOLD layer is a single white box. The PENALTIES layer consists of two rows of five boxes each, labeled -1 to -9. The layers are connected by thick black lines.

## 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]

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**JOURNEYMAN**

		+ _____ =	
		+ _____ =	
		+ _____ =	
		+ _____ =	
<b>WARDEN</b>		+ _____ =	
		+ _____ =	
		+ _____ =	
		+ _____ =	

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**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"/>	_____	+	_____	=	_____
	<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**

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## 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	LOGCOST	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

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"/>	_____	_____	_____	_____	_____	_____