

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

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

[illegible]

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

11/11/2019

[illegible][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

[illegible]

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"/>	_____	_____	_____	_____	_____	_____