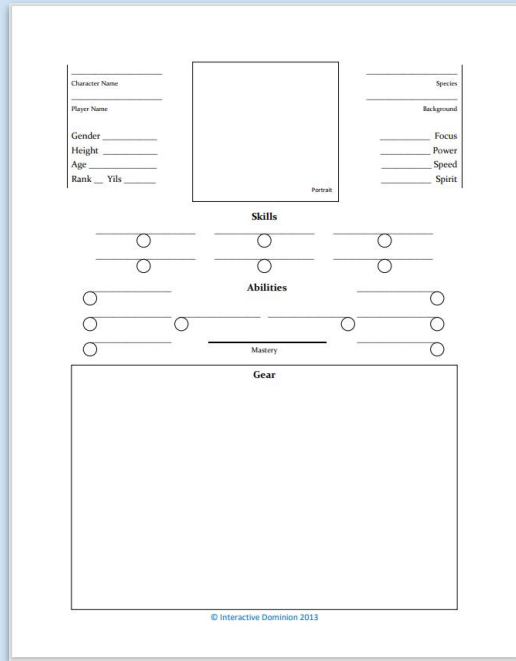
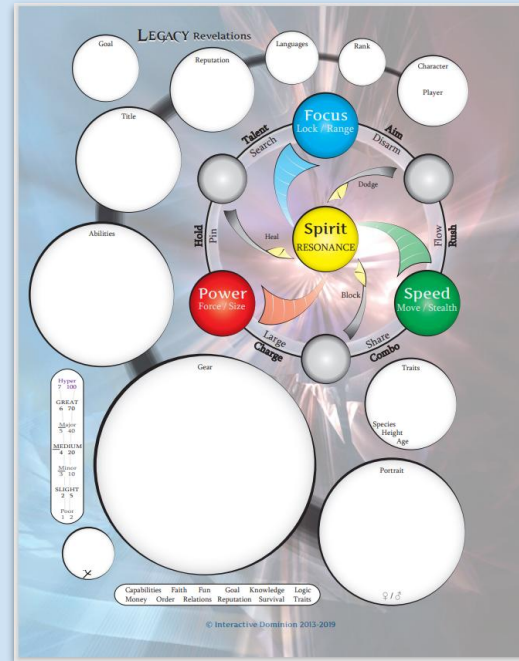
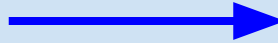


Legacy: Character Sheet Revisions



A traditional character sheet template with a grid-like layout. It includes fields for Character Name, Player Name, Gender, Height, Age, Rank, Yills, Species, Background, Focus, Power, Speed, and Spirit. There are also sections for Skills, Abilities, and Gear, each with a large empty box for notes or details. A small portrait box is located in the top right. The bottom of the sheet has a copyright notice: © Interactive Dominion 2013.



PROBLEMS

- Must update with system changes
- Adequate Player guide

ROLES

- Interface Designer
- UX Designer

GOALS

- Accurately reflect system priorities
- Enhance ease of player use

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

What is *Legacy*?

- a **high-octane**, sci-fantasy tabletop **role-playing game** (RPG) heavily driven by **player choice** and imagination

What is a character sheet?

- a tangible **record** and reference to someone in the game, specifically one a certain **Player** controls.

On what does this case study focus?

- As game mechanics changed throughout *Legacy's* evolution, **how did its Player interface adapt and why?**

Legacy:
Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

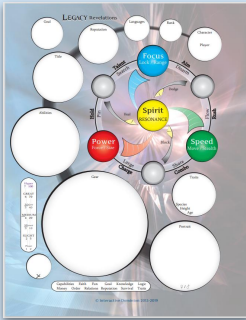
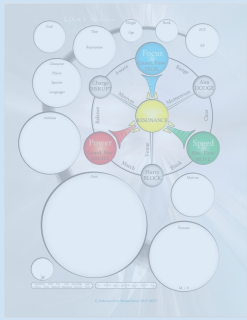
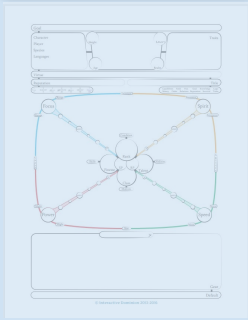
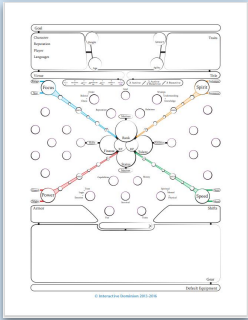
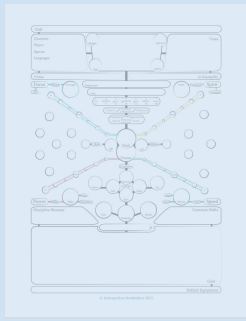
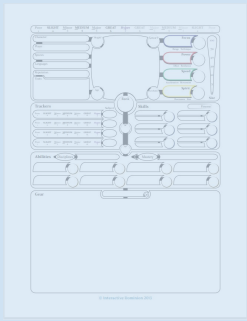
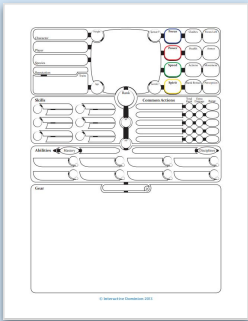
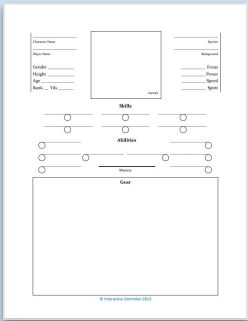
04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

There have been countless builds of the game over the years, broken into eight distinct versions.

This case study dives into its larger changes, highlighted below.



Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

Minimum Viable Product (MVP): Just get the basics on paper!

Who you are

What you can do

What you have

The image shows a character sheet template with the following sections:

- Character Name** _____
- Player Name** _____
- Gender** _____
- Height** _____
- Age** _____
- Rank** ____ **Yils** _____
- Portrait** (A large square box for a drawing, labeled "Portrait" at the bottom right.)
- Background** _____
- Focus** _____
- Power** _____
- Speed** _____
- Spirit** _____
- Skills** (Three horizontal bars with circles at the ends, labeled "Skills" in the middle.)
- Abilities** (Three horizontal bars with circles at the ends, labeled "Abilities" in the middle.)
- Mastery** (Three horizontal bars with circles at the ends, labeled "Mastery" in the middle.)
- Gear** (A large rectangular box for drawing gear, labeled "Gear" at the top.)

© Interactive Dominion 2013

What do you look like? A picture is an easy and effective identifier, as well as a creative outlet.

Most Players were of great humor about their drawing skills, or lack thereof.

Half the page?! Characters can have only as much gear as they can fit in this box, so yes: having a proportionally large section is important.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

The MVP was good enough to get testing started at local game shops. As more players came online, and as systems grew more complex, the character sheet had to adapt.

This is the first draft MVP character sheet. It features a central square box labeled 'Portrait'. To the left of the portrait are fields for 'Character Name', 'Player Name', 'Gender', 'Height', 'Age', and 'Rank ____ Yth ____'. To the right are fields for 'Species', 'Background', 'Focus', 'Power', 'Speed', and 'Spout'. Below the portrait are three horizontal bars for 'Skills', 'Abilities', and 'Mastery', each with a small circle in the middle. At the bottom is a large rectangular box labeled 'Gear'. The copyright notice '© Interactive Dominion 2013' is at the bottom center.

This is the revised character sheet. It features a central square box labeled 'Rank'. To the left of the rank box are fields for 'Character', 'Class', 'Species', and 'Occupation'. To the right are fields for 'Power', 'Health', 'Action', 'Adventures', 'Spells', 'Dark Spells', and 'Prophecy'. Below the rank box are three horizontal bars for 'Skills', 'Abilities', and 'Gear', each with a small circle in the middle. To the right of the rank box is a 'Common Actions' section with a grid of checkboxes. At the bottom is a large rectangular box labeled 'Gear'. The copyright notice '© Interactive Dominion 2013' is at the bottom center.

Let's break down the differences!

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

A wireframe of the Legacy Character Sheet MVP. It features a central square labeled 'Portrait' with a blue asterisk. To the left is a column of text input fields: 'Character Name', 'Player Name', 'Gender', 'Height', 'Age', and 'Rank __ Yils'. To the right is another column: 'Species', 'Background', 'Focus', 'Power', 'Speed', and 'Spirit'.

Demographic information was split up across the top.

A wireframe of the Legacy Character Sheet design. The left side has a vertical stack of rounded rectangular boxes labeled 'Character', 'Player', 'Species', 'Reputation', and 'Traits'. The right side has a large central square labeled 'Portrait'. Surrounding the 'Portrait' are circular labels for 'Height', 'Legacy', 'Age', 'Rank', and 'Gender'. A blue line points from the 'Traits' box to the text below. Another blue line points from the 'Portrait' area to the text to the right.

Physical descriptors are now **adjacent** and give **context** to the portrait.

***You'll notice the label is gone:** Players already know the big empty space is where they get creative with drawing.

The **Traits** section lets Players describe their favorite character's social, emotional, **less-physical qualities** now, as well.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

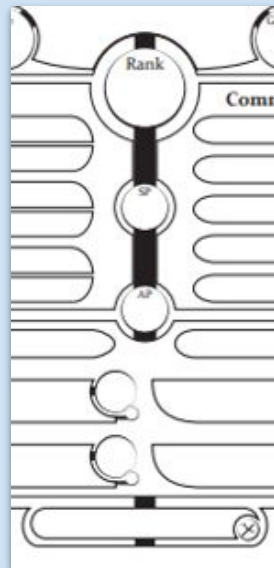
04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

"Legacy is power-gaming done right." ~David Arlund, player

A huge part of feeling an increase in power is **progression**. Where before it was not mentioned, now Rank and experience are **front and center**.



Notice also the **strong black core**—a new design element that guides the eye.

This iteration saw many changes, aesthetic and functional. In the interest of time, we're going to look at just one more inspired by **Player feedback**.

Legacy:
Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

Common Actions

This section is entirely new in this iteration. Depending on abilities, skills, gear, and other factors, the chance to win and effect could vary greatly.

Common Actions	Total Rank	Extra Damage	Range
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

As a shorthand, Players greatly appreciated the ability to write out their most common actions for a **quick reference**.

While this section would not survive to the final version, it was the beginning of an important concept that does:

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

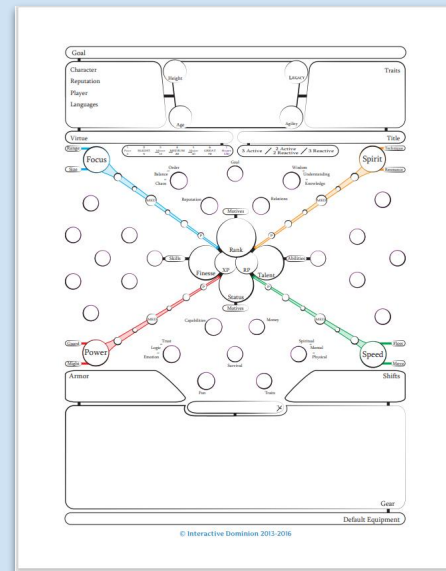
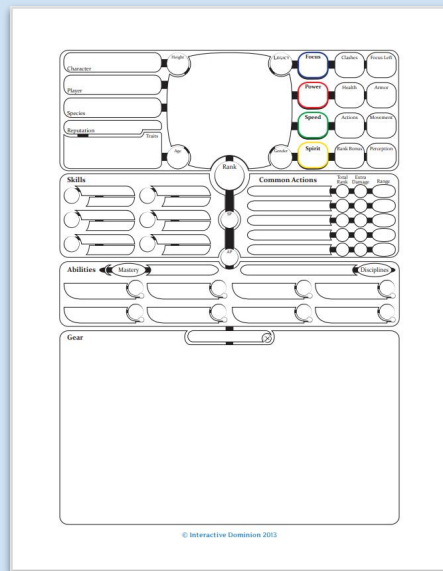
03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

As *Legacy* becomes more complex, **Players need more help** remembering their **options** and its **mechanics**.

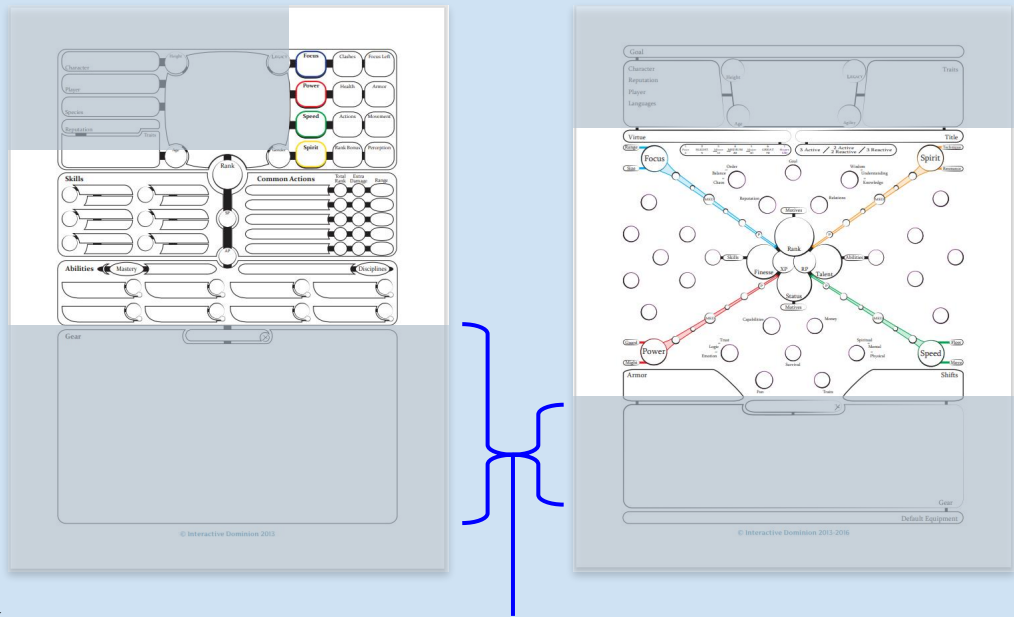


(Though minimized, you can see the black lines still connect key elements.
Also, the bubbles and spheres help break up grids.)

Legacy:
Character Sheet Revisions

- 01. DEFINITIONS
- 02. FIRST DRAFT MVP
- 03. ADD DESIGN
- 04. COMPLEXITY x DEPTH**
- 05. STAND OUT
- 06. POSTMORTEM

Its unique **capabilities** set *Legacy* apart from most games. This iteration reinforces that pillar with **enhanced spatial priority**.



(Though minimized, gear remains an important part of any RPG.)

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

Quick References

Even if Players didn't need macros for their actions anymore, many options were fluid. So, this character sheet provides space to track each:



Goal is especially noteworthy:

In an open-world sandbox, **Players often get lost**, especially between game sessions. Putting their "GOAL" at the top of the page helps keep Players focused—and **reinforces a life skill**.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

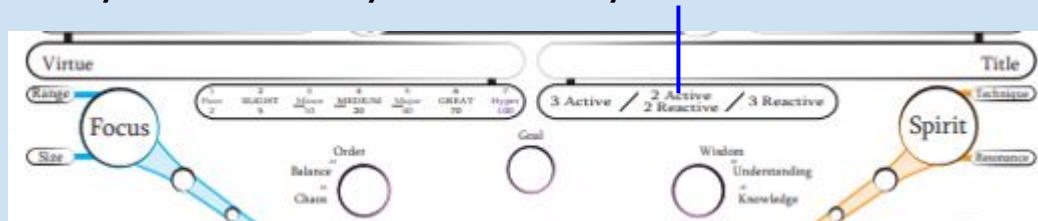
05. STAND OUT

06. POSTMORTEM

Less Quick Mechanics

Those are a lot of notes and small print...

Even at the time, it was a **red flag** to me that I even needed to remind Players how many actions they had.



Still, **better to have the answer than to flounder wondering.**

That said, I was looking to make a big change or two.

Answers are good, but solutions are better.

Legacy:
Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

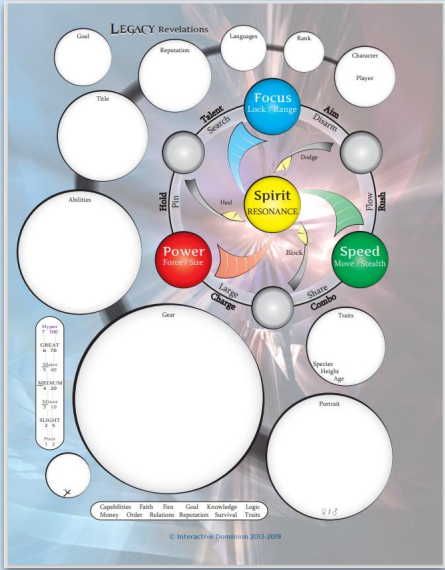
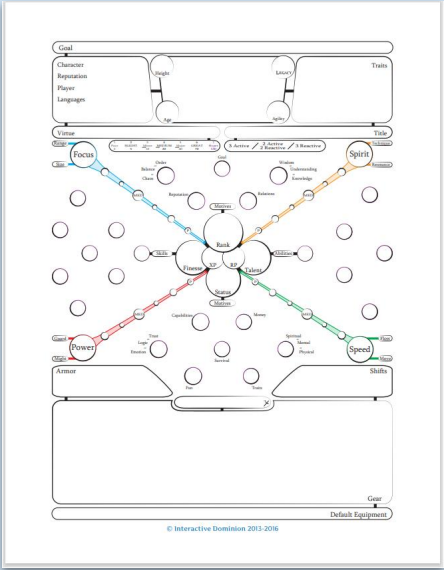
04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

BAM!

Legacy needs to stand out on **convention tables**, too.



After the initial shock factor—intentional—notice how the sheet is actually simpler, mechanically: I was moving to streamline the Player experience.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

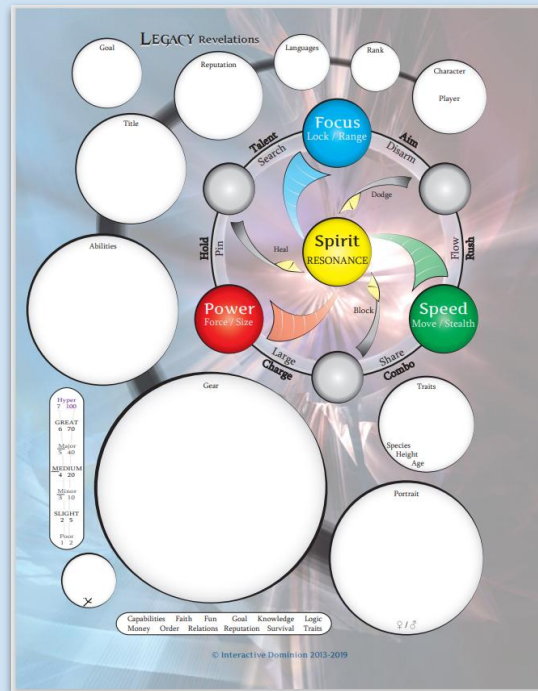
06. POSTMORTEM

So, that background:

Sven Geier is the artist of the image components I used to create the background.

Since he's interested in emails from those who use his shareable work in interesting ways, I actually dropped him a line in college.

He seemed appreciative and intrigued, but not as much as my Players when they saw it!



(You can check out **Sven Geier's** fractal artwork [here!](#))

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

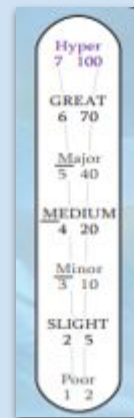
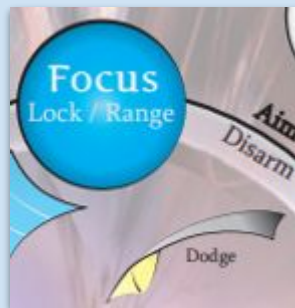
05. STAND OUT

06. POSTMORTEM

More Like “Cheat Sheet”

References and guides remain important. Thankfully, less are required in this version.

Adjacency remains an important method for making sense of listed mechanics.



(Notice the visual hierarchy within the Universal Scale to help Players differentiate and remember the levels.)

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

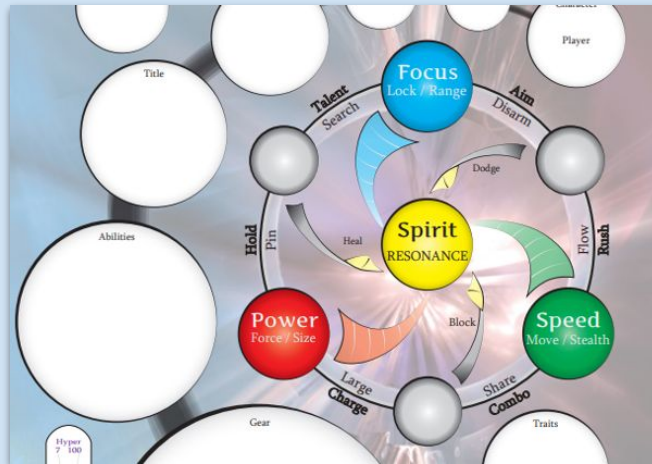
04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

So Dynamic!

Aspects and **Actions** have always been critical to *Legacy*. Just as the **experience revolves around them**, now the character sheet does the **Spectrum**.



The **core black line** is back and bigger than ever to hold the sheet together and to provide a sense of **depth** and **motion**, simultaneously.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

It's beautiful and perfect!

So, we're done, right?

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

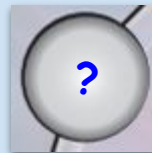
Not exactly.

Players love it, as a whole. However, circles are less conducive to tight writing.



Additionally, the purpose of the gray Spectrum spheres is unclear, so Players often misuse them.

"What do I write here?"



"That's a space?"

"Oh, it's for damage..."

Legacy:
Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

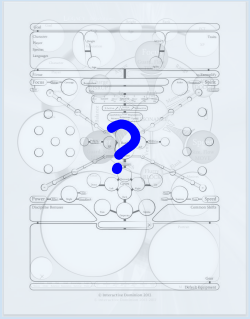
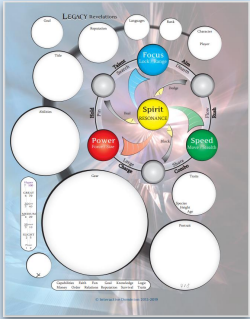
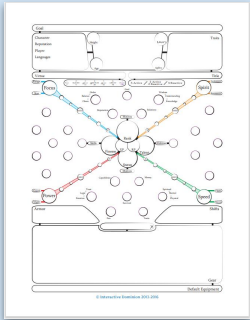
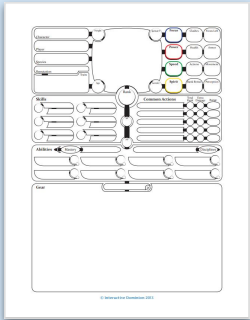
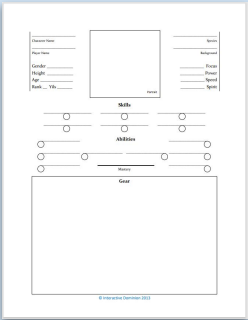
03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

There's always room for improvement, but at some point the product has to ship. Were we, however, to draft another version, let us look to the past to surmise the future...



Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

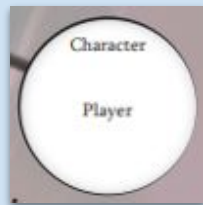
04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

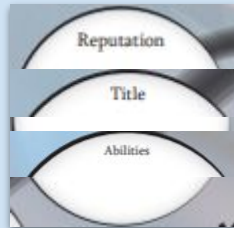
Some Things Don't Change

Name



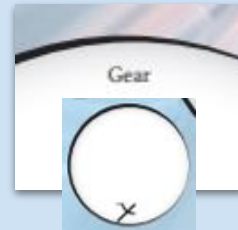
Who you are

Capabilities



What you can do

Gear & Money



What you have

Konsistency Is King. So, in a world of iterative pivots, let's hold onto the fundamentals where we can.

Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

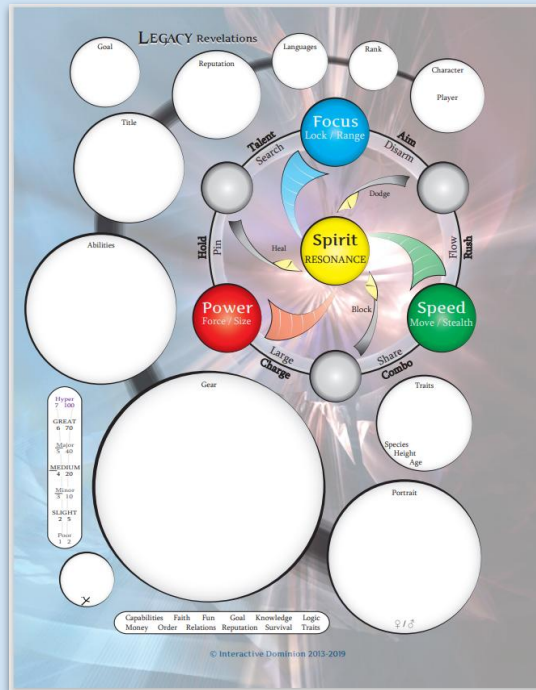
06. POSTMORTEM

The Latest

Obviously, **impact** has to stay: it looks totally different from what most people think of as a “character sheet.”

However, I went **overboard with the spheres**. It was a radical leap to leave the grid behind, and perhaps necessary.

But, like the rectangular-ish guides, it is worth exploring a middle ground to **better favor writing** and recording.



Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

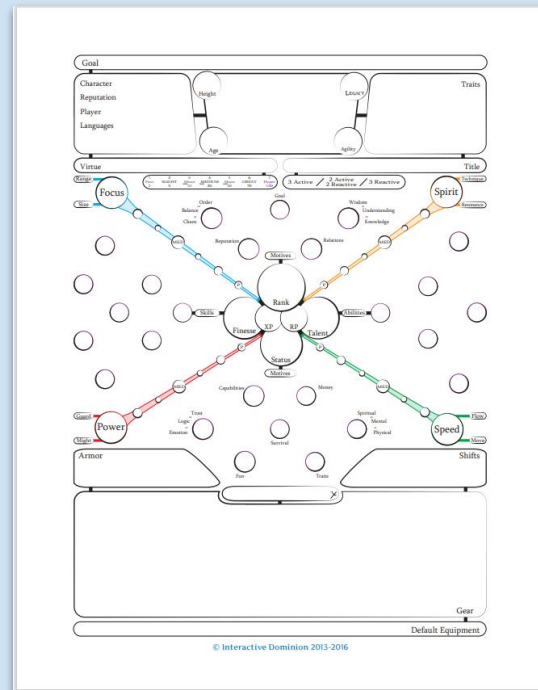
Stepping Stone

Capability-centric, this layout **draws the eye to the fun, customizable pillars of the experience.**

(And, it's easy to see how it evolved into the Spectrum.)

With modern mechanics, we could **remove the clutter**, but the sheet is, overall, **less functional.**

Again, the “Goal” and “Default Equipment” bars work well here to (1) write in, (2) remind Players, and (3) frame the sheet.



Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

Perhaps Greatest

This sheet is one of my favorites. Nostalgia aside, **Players had the least problems with this version.**

System changes necessitated character sheet changes, but this layout was strong.

Nix “Common Actions” and condense “Gear” like later versions did, and you get some workable real estate.

Lot of potential to revisit this one.

The character sheet is a complex form with various sections and fields. At the top left, there are fields for 'Character', 'Player', 'Species', and 'Reputation'. To the right of these are fields for 'Age', 'Sex', and 'Race'. The top right section contains a grid of colored circles (blue, red, green, yellow) labeled 'Focus', 'Power', 'Speed', and 'Spirit', each with a corresponding 'Focus Left' field. Below this is a 'Skills' section with a grid of circles and a 'Common Actions' section with a grid of circles. The bottom left section is labeled 'Abilities' and 'Mastery', and the bottom right section is labeled 'Disciplines'. At the very bottom is a large 'Gear' section. The sheet is designed with a clean, organized layout, using color and clear labeling to distinguish between different types of information.

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Legacy: Character Sheet Revisions

01. DEFINITIONS

02. FIRST DRAFT MVP

03. ADD DESIGN

04. COMPLEXITY x DEPTH

05. STAND OUT

06. POSTMORTEM

The Original

Ah, humble beginnings.

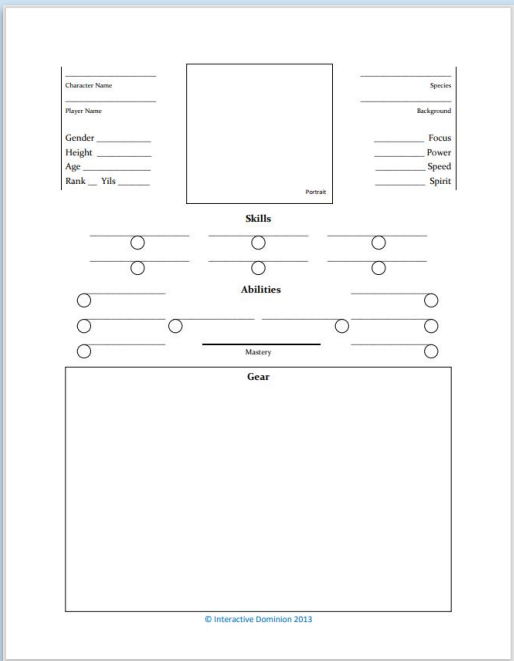
It's easy to think that, compared to the last slide, this version is simply a weaker version.

However, it draws more attention to the Portrait, to the **character**.

I can only hope the next edition does as good a job **focusing on the Player**, not mechanics.

The image shows the original Legacy Character Sheet layout. It features a central square box labeled "Portrait". To the left of the portrait are fields for "Character Name", "Player Name", "Gender", "Height", "Age", and "Rank ____ Yds ____". To the right are fields for "Species", "Background", "Focus", "Power", "Speed", and "Spirit". Below the portrait are three rows of skill/ability boxes, each with a circle in the center, labeled "Skills", "Abilities", and "Mastery". At the bottom is a large rectangular box labeled "Gear". The copyright notice "© Interactive Dominion 2013" is visible at the bottom right.

Legacy: Character Sheet Revisions



A traditional character sheet template with various input fields and a portrait box.

Character Name _____ Species _____
Player Name _____ Background _____
Gender _____ Focus _____
Height _____ Power _____
Age _____ Speed _____
Rank _____ Yills _____ Spirit _____

Portrait

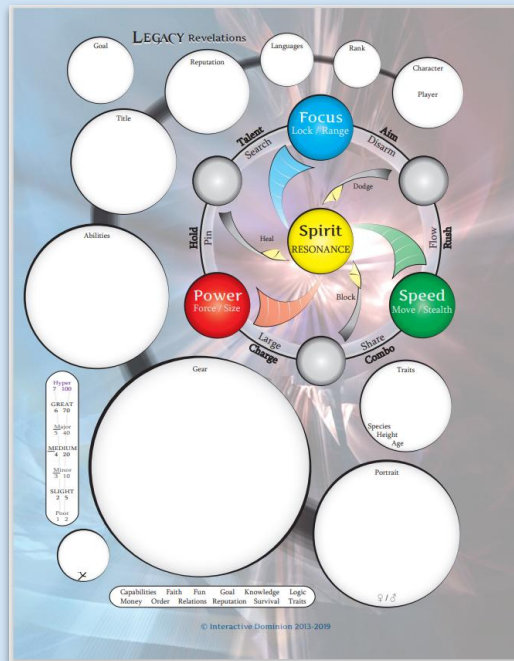
Skills

Abilities

Mastery

Gear

© Interactive Dominion 2013



Thank you for your time! Download the latest character sheet [here](#).