

Name: Lezen

# Talebones

Profession: Mule

Species: Folk

Charged: ☐ ☐ ☐ ☐

Player Name: John

Hit Points 80 80

Poise 8 8

10 AP

0 3 Luck

## Force

☒ ☒ ☒ ☐ ☐

## Body

☒ ☒ ☒ ☒ ☐

## Speed

☒ ☒ ☒ ☐ ☐

## Intelligence

☒ ☒ ☐ ☐ ☐

## Feel

☒ ☐ ☐ ☐ ☐

## Experience

☒ ☒ ☒ ☐ ☐

## Impression

☒ ☐ ☐ ☐ ☐

## Reactive Actions

•Dodge [2 AP] (R)

-Trigger: Any action

-Action: Use the Dash Action.

•Panic [1 AP] (R)

-Trigger: Any action

-Action: Do anything not taking longer than a second.

•Riposte [Weapon AP] (R)

-Trigger: Any Attack Action against you with no successes

-Action: Do any attack Action targeting the triggering target.

•Help [4 AP] (S)

-Trigger: Attack or Skill Challenge performed by a target being able to perceive you and within arm's reach

-Action: Help the target

Transport [2 \* Movement AP]

Trigger: Any Attack Action or Telegraphing Action

Action: Move yourself and a target within arm's reach.

## Talents

Skilled

Pool

- |   |   |
|---|---|
| <input type="checkbox"/> Awareness          | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input type="checkbox"/> Breach             | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input type="checkbox"/> Convince           | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input checked="" type="checkbox"/> Fitness | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| <input type="checkbox"/> Knowledge          | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input type="checkbox"/> Marrow             | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input type="checkbox"/> Medicine           | <input type="checkbox"/> <input type="checkbox"/>                       |
| <input checked="" type="checkbox"/> Tactics | <input checked="" type="checkbox"/> <input type="checkbox"/>            |

## Weapons

Name	AP	Dice	Stat	Attributes
Dagger	3	d20	Frc	Wound(1)/Ranged(6)
Great Club	6	4d20	Frc	Heavy, Bludg, Simple

## Ways of Entry

## Fields of Academic Study

	1	
	2	
	3	-5
	4	-4
	5	-3
	6	-2
	7	-1
-5	8	0
-4	9	+1
-3	10	+2
-2	11	+3
-1	12	+4
0	13	+5
+1	14	
+2	15	
+3	16	
+4	17	
+5	18	
	19	
	20	

## Status Effects

- |             |  |           |                          |
|-------------|--|-----------|--------------------------|
| Tripped     | <input type="checkbox"/>   | Staggered | <input type="checkbox"/> |
| Downed      | <input type="checkbox"/>   | Weirded   | <input type="checkbox"/> |
| Off Balance | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |           |                          |

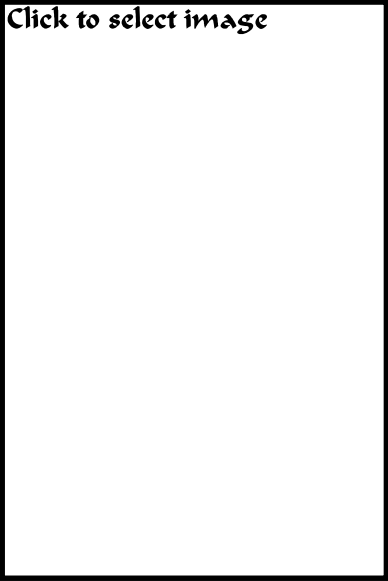
## Abilities

## Actions

- |        |  |
|--------|--|
| Attack | AP according to Weapon                           |
| Draw   | 1 AP   Draw or Stow an Object                    |
| Dash   | 2 AP   Move [Speed] Steps                        |
| Move   | 6 AP   Move [2*Speed] Steps                      |
| Sprint | 5 AP   Move [3*Speed] Steps (only straight line) |

**Character**

Click to select image



**Talebound Epiphets**

Leech — Lived 5 years off of people without doing any work.  
Vigilante — Did not respect proper order, and killed criminals before proof  
Coward — Ran away from a party, with their goods, in the middle of a night.

**Story**



**Inventory**

**Ideas**

**Abilities etc.**

Greatclub	Heavy Item	



**Reactive Actions & Incantations**

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