

Talebones

Name:

Profession:

Species:

Player Name:

Hit Points

Poise

AP

Luck

Force

☒☐☐☐☐

Body

☒☐☐☐☐

Speed

☒☐☐☐☐

Intelligence

☒☐☐☐☐

Feel

☒☐☐☐☐

Experience

☒☐☐☐☐

Impression

☒☐☐☐☐

Reactive Actions

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 type="checkbox"/> Fitness | <input type="checkbox"/> <input 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 type="checkbox"/> Tactics | <input type="checkbox"/> <input type="checkbox"/> |

Ways of Entry

Fields of Academic Study

Weapons

Name	AP	Dice	Stat	Attributes

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

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

Actions

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