Talebones

Name: Profession:

Species: Charged: ☐ ☐ ☐ ☐   Player Name:

Hit Points [ ][ ]   Poise [ ][ ]   [ ] AP   [ ][ ] Luck

Force
☒ ☐ ☐ ☐ ☐

Body
☒ ☐ ☐ ☐ ☐

Speed
☒ ☐ ☐ ☐ ☐

Intelligence
☒ ☐ ☐ ☐ ☐

Feel
☒ ☐ ☐ ☐ ☐

Experience
☒ ☐ ☐ ☐ ☐

Impression
☒ ☐ ☐ ☐ ☐

Reactive Actions

Talents

Skilled		Pool	
☐	Awareness	☐	☐
☐	Breach	☐	☐
☐	Convince	☐	☐
☐	Fitness	☐	☐
☐	Knowledge	☐	☐
☐	Marrow	☐	☐
☐	Medicine	☐	☐
☐	Tactics	☐	☐

Ways of Entry

Fields of Academic Study

Weapons

Name	AP	Dice	Stat	Attributes

Status Effects

Tripped ☐ | Staggered ☐

Downed ☐ | Weirded ☐

Off Balance ☐ ☐ ☐

Abilities

Unskilled Challenge / Skilled Challenge

Unskilled	#	Skilled
	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	

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)

Help | 4 AP | Helps an action after your turn.

Character

Click to select image

Talebound Epiphets

Story

Inventory

Ideas

Abilities etc.

	Heavy Item	

Reactive Actions & Incantations