

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

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) |

Unskilled Challenge		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	
Skilled Challenge			