

Talebones

Name:

Profession:

Species:

Charged: ☐ ☐ ☐ ☐

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 |
| 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) |

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	

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