

# 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<br>(only straight line) |

Unskilled Challenge		1		Skilled Challenge
		2		
		3	-5	
		4	-4	
		5	-3	
		6	-2	
		7	-1	
		-5	8	
	-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		

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**