

DARK FANTASY ROLEPLAYING

Character Name

Pronouns

Species

Profession

Player Name

Signature Move

AP



Hit Points

Tripped: ☐ Downed: ☐
 Staggered: ☐ WeirDED: ☐
 Off-Balance: ☐ ☐ ☐

Attack	AP	<i>according to Weapon</i>
Draw	1 AP	Draw or Stow an Object
Help	4 AP	Prepare a Help Reaction
Dash	2 AP	Move [Speed] Steps
Move	6 AP	Move [2xSpeed] Steps
Sprint	5 AP	Move [3xSpeed] Steps (only straight line)

Skilled

Pool

 Tactics:  

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

Level

<i>Name:</i>	<i>AP:</i>	<i>Pool:</i>	<i>Base Attr:</i>	<i>Properties:</i>

☐ Incantation
☐ Base Attribute

Name: ☐ AP

Trigger:

☐ Action
☐ Reactive
☐ Preventive
☐ Supportive

☐ Incantation
☐ Base Attribute

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☐ Base Attribute

Name: ☐ AP

Trigger:

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☐ Reactive
☐ Preventive
☐ Supportive

Trigger: Any Action

☐ Action ☐ Reactive ☐ Preventive ☐ Supportive

Perform the Dash Action.

Trigger: Any Action

☐ Action ☐ Reactive ☐ Preventive ☐ Supportive

Do anything that takes a second max.
(e.g. draw your weapon, throw up arms, avert gaze).

Trigger: Attack Challenge with no Successes against you by a target

☐ Action ☐ Reactive ☐ Preventive ☐ Supportive

Perform an **Attack Action** against the target.

Trigger: Challenge by a target perceiving you within arm's reach

☐ Action ☐ Reactive ☐ Preventive ☐ Supportive

Help the target with a Challenge.

Character

Story

TALEBONES

DARK FANTASY ROLEPLAYING

Talebound Epiphets

Inventory

Ideas

Abilities

Heavy Item

Reactive Actions & Incantations