

TALEBONES

DARK FANTASY ROLEPLAYING

Character Name

Pronouns

Charge ○○○○

Species

Profession

Player Name

Signature Move AP

Luck **AP**

Poise **Hit Points**

Status Effects

Tripped: Downed:

Staggered: WeirDED:

Off-Balance: ○○○

Actions

Attack AP according to Weapon

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)

Force:

Body:

Speed:

Intelligence:

Feel:

Experience:

Impression:

Talents

Skilled *Pool*

◇ Awareness:

◇ Breach:

◇ Convince:

◇ Fitness:

◇ Knowledge:

◇ Marrow:

◇ Medicine:

◇ Tactics:

	1	
	2	
	3	-5
	4	-4
	5	-3
	6	-2
	7	-1
	8	0
-5	9	+1
-4	10	+2
-3	11	+3
-2	12	+4
-1	13	+5
0	14	
+1	15	
+2	16	
+3	17	
+4	18	
+5	19	
	20	

Unskilled Challenge

Skilled Challenge

Plot Points

Level

Abilities

Ways of Entry

Fields of Academic Study

Weapon Talents

Name:	AP:	Pool:	Base Attr:	Properties:

Reactions & Incantations

◇ Incantation Base Attribute

Name: AP

Trigger:

Action Reactive Preventive Supportive

◇ Incantation Base Attribute

Name: AP

Trigger:

Action Reactive Preventive Supportive

◇ Incantation Base Attribute

Name: AP

Trigger:

Action Reactive Preventive Supportive

◇ Incantation Base Attribute

Name: AP

Trigger:

Action Reactive Preventive Supportive

Name: Backstep 2 AP

Trigger: Any Action

Action Reactive Preventive Supportive

Perform the Dash Action.

Name: Panic 1 AP

Trigger: Any Action

Action Reactive Preventive Supportive

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

Name: Riposte W AP

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

Action Reactive Preventive Supportive

Perform an Attack Action against the target.

Name: Help 4 AP

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

Action Reactive Preventive Supportive

Help the target with a Challenge.

