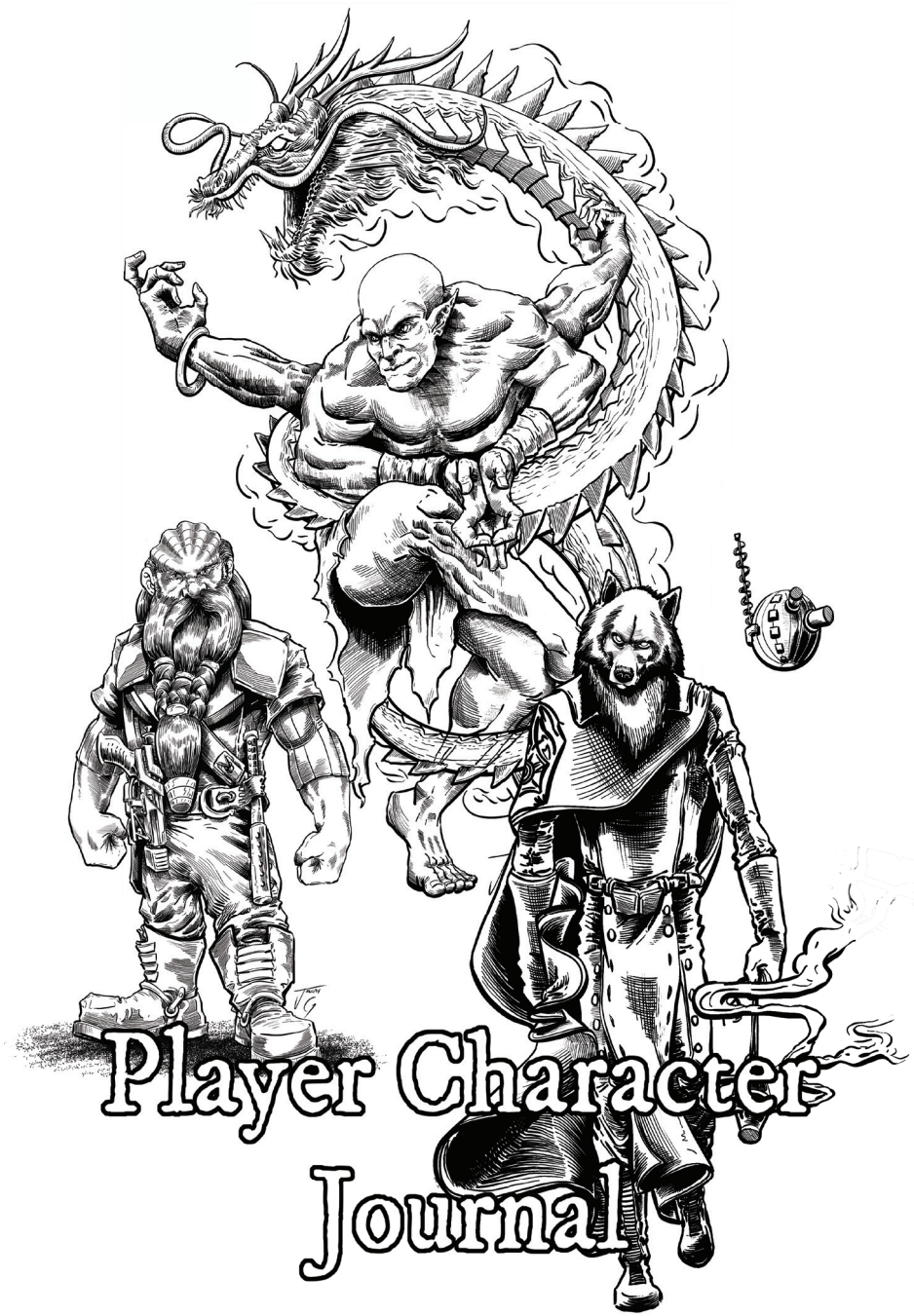
Legends of Krãlis



Player Character Journal

Name

Species and Cultural Kin

Rank

Focus

Aspect

Motivations

Background

Reputation

Philosophy

Stamina

Agility

Strength

Perception

Health Points

Current | Quarter -6 Successes | Half -3 Successes | Max

Intelligence

Charisma

Fatigue Points

Current | Max

Wits

Willpower

Initiative

Heroic Luck

Move

Jump | Leap | Lift | Swim | Throw | Vs. Fear | Vs. Horror | Vs. Poison

Weapon Attacks

Attack Type	Skill Score	Base Dmg	Bonus Dmg	Crit Range	Special Notes

Armor & Defenses

Armor Type	Armor Absorb	Shield Armor Bns	Shield PD Bns	Bonus Armor Absorption Piercing	Slashing	Bludgeon

Physical Defense

Magic Defense

Divine Defense

Jinhu Defense

Skills

Skill Name	Score	Focus	Controlling Attribute	Notes

Skills

Skill Name	Score	Focus	Controlling Attribute	Notes

Features & Traits

Abilities

Abilities

Head

Circlets, Hats, Headbands, Helms, Helmets

Face

Glasses,Goggles, Masks

Shoulders/Back

Backpack, Capes, Cloaks, Mantles

Neck

Amulets, Brooches, Medals, Necklaces, Pendants, Scarfs, Torcs

Body

Armor, Dresses, Kilts, Robes, Shirts, Skirts, Tunics, Vests

Hands

Gauntlets, Gloves, Wraps

Arms

Armbands,Bracelets, Bracers

Waist

Belts, Girdles, Sashes

Feet

Boots, Sandals, Shoes, Slippers

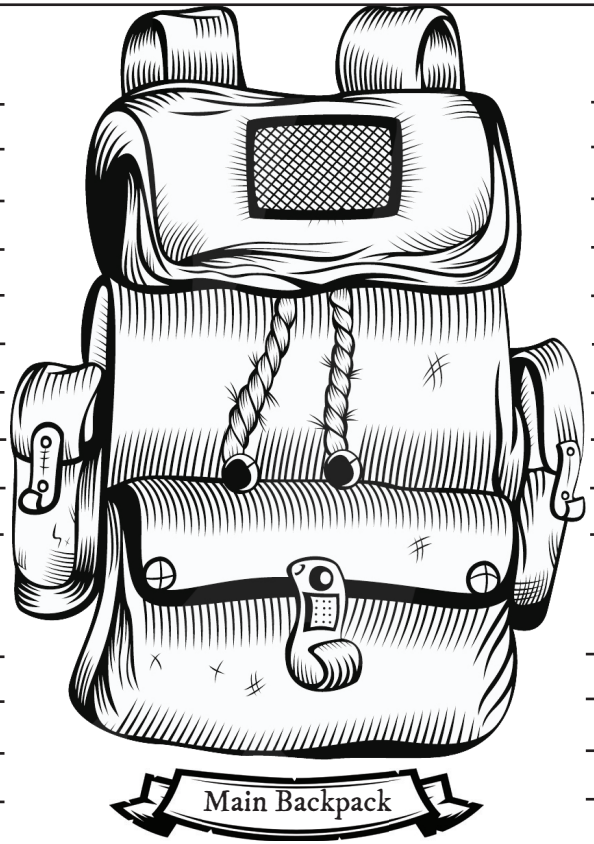
Rings

Body Location Information: Unless specified by a rule or allowed by the GM, a character can only wear 1 piece of any specific gear for specific locations. The only exceptions to this is rings where you can only wear up to 10 magical rings and up to 4 bracelets or 1 pair of bracers.

Top Pocket

Side Pocket

Side Pocket



Bottom Pocket

Bottom Pocket

Potions & Oils

Magical Items

Ammunition

Wealth

Appearance

Personal

Age | Height | Weight

Vision | Gender | Insanity | Deity

Homeland | Jinhu Pathways | Jinhu Hand Symbols

Spell Elements

Encumbrance

None (Strx2) | Light (Strx3) | Moderate (Strx4)

Heavy (Strx5) | Severe (Strx6) | Max Lift (Strx6)

Merit Points

Earned Merit

Species Merit Cost + Campaign Merit Cost + Ability Merit Cost + Rank Merit Cost = Total Merit Required

Month _____ Month _____
Day _____ Day _____
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Spells, Powers and Jinhu

PR 1

Fatigue Cost: 3

PR 2

Fatigue Cost: 6

PR 3

Fatigue Cost: 9

PR 4

Fatigue Cost: 24

Current Year Reckoning

Common Current Year Reckoning Names

Southern Reckoning (current year - 3360 S.R.), Northern Reckoning (current year - 3460 N.R.), Western Reckoning (current year - 10840 W.R.), Eastern Reckoning (current year -3878 E.R.), Common Year (current year - 1860 C.Y.)

Common Months		*Description*	*Gregorian Months*
Janak		Darknight	January
Nathag		Month of Cold Winds	February
	Spring Dawning		
Menet		Month of Storms	March
Tavaz		Rebirth	April
Lehet		Red Dawn	May
	Dragons Heat		
Elenk		Month of the Southern Winds	June
Nyar		Dragons Breath	July
Magatos		Yellow Dawns	August
	The Signing		
Sapadek		The Reckoning	September
Kerics		The Darkening	October
Sotetseg		Winter Shard	November
	The Feast of Ice		
Derekan		The Nightshade	December

Times of Day: 12 hours named after the zodiac, each hour nominally being the length of two modern hours. When spoken it is said as: The Time of the XXX or the Hours of XXX.

5–7 a.m. The Fool	7–9 a.m. The Dragon
9–11 a.m. The Priestess	11–1 p.m. The Tower
1–3 p.m. The Sisters	3–5 p.m. The Crook
5–7 p.m. The Stag	7–9 p.m. The Shield
9–11 p.m. The Shepard	11–1 a.m. The Sword
1–3 a.m. The Hag	3–5 a.m. The Demon

Common Day Names

Day	Ta Los Names	Gregorian
1	Kezdet	Monday
2	Tych	Tuesday
3	Hetepe	Wednesday
4	Tortok	Thursday
5	Pentek	Friday
6	Kellemes	Saturday
7	Hetek	Reserved for Special Days

Legends of Kralis Zodiac
1 - The Fool - Represents New Beginnings and new Journeys and Aikri
2 - The Dragon - Represents Wisdom, Power and Lust and Odiryn
3 - The Priestess - Represents spiritual wisdom, and tradition and Atura
4 - The Tower - Represents steadfastness, Strength, Power and Elal
5 - The Sisters - Represents Intuition, Secret Knowledge and the Divine Feminine and Gishra
6 - The Crook - Represents luck and karma both good and bad
7 - The Stag - Represents hope, faith and purpose
8 - The Shield - Represents resistance to change and personal transformation and Hadak
9 - The Shepard - Represents patience, kindness and justice.
10 - The Sword - Represents truth, law, fairness and accountability and Albiorex
11 The Hag - Represents the end of Innocence and Death and Mala
12 The Demon - Represents the End of Life and Darkness and Azahak

Dungeon Map

Scale:

PR 5

Fatigue Cost: 30

PR 6

Fatigue Cost: 54

PR 7

Fatigue Cost: 63

PR 8

Fatigue Cost: 72

Dungeon Map

Scale:_____

Dungeon Map

Scale:_____

PR 9

Fatigue Cost: 108

Notes

Notable NPCs

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Companions & Followers

Name: _____ Follower ○

Species: _____ Hireling ○

Philosophy: _____ Loyalist ○

Aspect: _____ **Motivation:** _____ Companion ○

Background: _____ Familiar ○

Focus: _____

Attributes:

Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,

Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:

HP: _____ **FP**: _____

PD:_____, **MD**:_____, **DD**:_____, **JD**:_____

Movement: _____, **Heroic Luck Points**: _____

Initiative: _____ **Vision**: _____

Skills: _____

Abilities: _____

Armor: _____

Weapons: _____

Equipment: _____

Features: _____

Companions & Followers

Name:_____
Species:_____
Philosophy:_____
Aspect:_____ **Motivation:** _____
Background:_____
Focus:_____

Follower ○
Hireling ○
Loyalist ○
Companion ○
Familiar ○

Attributes:
Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,
Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:
HP: _____ **FP**: _____
PD:_____, **MD**:_____, **DD**:_____, **JD**:_____
Movement: _____, **Heroic Luck Points**: _____
Initiative: _____ **Vision**: _____

Skills:_____

Abilities:_____

Armor:_____

Weapons:_____

Equipment:_____

Features:_____

Notable NPCs

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Notable NPCs

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Name: _____ Location: _____

Relationship: _____

Description: _____

Companions & Followers

Name: _____

Species: _____

Philosophy: _____

Aspect: _____ **Motivation:** _____

Background: _____

Focus: _____

Follower ○
Hireling ○
Loyalist ○
Companion ○
Familiar ○

Attributes:

Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,
Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:

HP: _____ **FP**: _____
PD:_____, **MD**:_____, **DD**:_____, **JD**:_____
Movement: _____, **Heroic Luck Points**: _____
Initiative: _____ **Vision**: _____

Skills: _____

Abilities: _____

Armor: _____

Weapons: _____

Equipment: _____

Features: _____

Companions & Followers

Name:_____
Species:_____
Philosophy:_____
Aspect:_____ **Motivation:** _____
Background:_____
Focus:_____

Follower ○
Hireling ○
Loyalist ○
Companion ○
Familiar ○

Attributes:
Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,
Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:
HP: _____ **FP**: _____
PD:_____, **MD**:_____, **DD**:_____, **JD**:_____
Movement: _____, **Heroic Luck Points**: _____
Initiative: _____ **Vision**: _____

Skills:_____

Abilities:_____

Armor:_____

Weapons:_____

Equipment:_____

Features:_____

Notable NPCs

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Name: _____ Location: _____
Relationship: _____
Description: _____

Allies & Organizations

Name: _____ Ally ○ Enemy ○ Other ○

Goals: _____ Location: _____

Known Members: _____

Useful Knowledge: _____

Possible Secrets: _____

Name: _____ Ally ○ Enemy ○ Other ○

Goals: _____ Location: _____

Known Members: _____

Useful Knowledge: _____

Possible Secrets: _____

Name: _____ Ally ○ Enemy ○ Other ○

Goals: _____ Location: _____

Known Members: _____

Useful Knowledge: _____

Possible Secrets: _____

Companions & Followers

Name: _____ Follower ○

Species: _____ Hireling ○

Philosophy: _____ Loyalist ○

Aspect: _____ **Motivation:** _____ Companion ○

Background: _____ Familiar ○

Focus: _____

Attributes:

Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,

Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:

HP: _____ **FP**: _____

PD:_____, **MD**:_____, **DD**:_____, **JD**:_____

Movement: _____, **Heroic Luck Points**: _____

Initiative: _____ **Vision**: _____

Skills: _____

Abilities: _____

Armor: _____

Weapons: _____

Equipment: _____

Features: _____

Companions & Followers

Name:_____ Follower ○
Species:_____ Hireling ○
Philosophy:_____ Loyalist ○
Aspect:_____ **Motivation:** _____ Companion ○
Background:_____ Familiar ○
Focus:_____

Attributes:
Str: _____, **Sta**: _____, **Agi**: _____, **Per**: _____,
Int: _____, **Wits**: _____, **Will**: _____, **Cha**: _____,

Secondary Attributes:
HP: _____ **FP**: _____
PD:_____, **MD**:_____, **DD**:_____, **JD**:_____
Movement: _____, **Heroic Luck Points**: _____
Initiative: _____ **Vision**: _____

Skills:_____

Abilities:_____

Armor:_____

Weapons:_____

Equipment:_____

Features:_____

Allies & Organizations

Name: _____ Ally ○ Enemy ○ Other ○
Goals: _____ Location: _____
Known Members: _____
Useful Knowledge: _____
Possible Secrets: _____

Name: _____ Ally ○ Enemy ○ Other ○
Goals: _____ Location: _____
Known Members: _____
Useful Knowledge: _____
Possible Secrets: _____

Name: _____ Ally ○ Enemy ○ Other ○
Goals: _____ Location: _____
Known Members: _____
Useful Knowledge: _____
Possible Secrets: _____

Downtime Activities

Activity Name: _____

Progress: _____

Notes: _____

Activity Name: _____

Progress: _____

Notes: _____

Kingdoms, Settlements & Maps

Settlement Name: _____

Kingdom Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Species Citizenry: _____

Contacts/Alliances: _____

Commerce and Trade: _____

Notes: _____

Settlement Name: _____

Kingdom Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Species Citizenry: _____

Contacts/Alliances: _____

Commerce and Trade: _____

Notes: _____

Regional Map

Scale:_____

Downtime Activities

Activity Name:_____

Progress:_____

Notes:_____

Activity Name:_____

Progress:_____

Notes:_____

Expanded Inventory

Kingdoms, Settlements & Maps

Settlement Name: _____

Kingdom Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Species Citizenry: _____

Contacts/Alliances: _____

Commerce and Trade: _____

Notes: _____

Settlement Name: _____

Kingdom Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Species Citizenry: _____

Contacts/Alliances: _____

Commerce and Trade: _____

Notes: _____

Regional Map

Scale:_____

Expanded Inventory

Backstory/Setting Notes

Regional Map

Scale:_____

Kingdoms, Settlements & Maps

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Backstory/Setting Notes

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Kingdoms, Settlements & Maps

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Kingdom Name: _____

Capital Name: _____

Ruler Name: _____ Government: _____

Population/Size: _____ Location: _____

Official Languages: _____

Species Citizenry: _____

Contacts: _____

Notes: _____

Regional Map

Regional Map

Legends Player Reference

Dice Rolls: (Players guide pg. IV)

2d10: The only 2 dice you will need to determine nearly all successes or failures for your character. Characters with natural abilities or magical aid will have modifiers which increase the odds of success. Negative modifiers like difficulties will decrease your likelihood of success. When you roll the dice you will come up with a random number: 01, 50, 66, 78, 00, etc. When you roll a 0 (zero) 1(one), this is called an ought-one and is considered a 1; a double ought or (00) is considered a 100.

Determining Success or Failure: In order to succeed in a skill check or attribute check you need to roll equal to or less than your score. Roll a d100 (2d10) and roll as low as you can. With the Talarius system, not only do you check to see if succeed but how well you did. The lower the roll the more ***Successes*** you have (for each "10" below your score you achieve in your check you gain 1 success) and the better you've done. You may need multiple Successes to accomplish more difficult tasks or checks. For these you'll need a number of successes equal to or greater than the Target Successes(TS).

The Count-Up Method: This method simply asks you to count up from your roll to your score, if you are successful with rolling below your score. You simply count up by tens from your roll.

For example, the roll was 18 with a score of 73. You begin counting by tens starting with 18, then 28, 38, 48, 58, 68. This gives you 6 successes, had the score been 78 you would then count up to 78 giving you 7 total successes.

Crits and Fumbles: When you roll a 01-05 you score a critical, if you roll a 96-00 you have fumbled or critically failed the check. These can be modified and will always result in something greatly effecting the outcome of the situation.

Heroic Luck: You can use 1 Heroic Luck to re-roll any check, 2 to avoid a fumble or spend additional heroic luck to do more things. You gain 1 heroic luck every time you roll an 01-05 on your check.

Failing and Re-rolling: If you fail a check you may attempt the skill again, so long as it is not within combat. You will incur a -10 to your skill check each time that you try the skill unless you take a 15 minute break in between attempts. (Players guide pg. 75)

What you can do on your Turn:

Full Action: Make an Attack, Cast a Spell or perform a Skill
Move Action: Move any amount of your Move
Simple Action: Activate an Item, Manipulate an Item
Basic: Look Around, Say a few words
Full Turn Action: Full turn actions take up a characters entire turn in which they are not able to move, perform standard or basic actions while they perform a single action that requires their full attention, such as solving a puzzle or performing a very complex task.

Combat Actions:

Initiative (Pre-Combat) (Players guide pg. 330)Roll a single d10 and add in your Initiative Modifiers. Highest scores go first.

Attack (Full Action) (Players guide pg. 333)
Make an attack, some cases you can make multiple attacks during your Full Action.

Cast a Spell (Full Action) (Players guide pg. 221)You can cast a Spell, call on a Divine Power, or summon a Jinhu Power. Effect depends on the spell being cast. Each spell you cast costs you Fatigue Points based on the Power Rank of the spell.

Perform a Skill (Full Action) (Players guide pg. 74-76)
Perform a skill other than attacking or casting spells unless the skill explicitly says it cannot be performed in combat.

Move (Move Action) (Players guide pg. 331)
You can move your total movement. Either as one action or you can break it up to move - attack/cast a spell - move. You may Hustle (2x Move) for 10 Fatigue; Run (3x Move) for 15 Fatigue; Sprint (4x Move) for 20 Fatigue

Search a Backpack, Cast minor spells, Activate an Ability (Simple Action)
Activate more complex abilities, cast some minor spells, drink a potion,search a backpack, ready a shield, crouch, and other similar actions that would not be considered a Full Action.

Drop an Item, Drink a liquid (Basic Action)
A very short, easy action that does not require any excessive motion or requires a skill check. Often includes, dropping an item, speaking, looking, and sometimes activating an ability. You are allowed two basic actions per turn.

Holding An Action (Players guide pg. 331)
You may hold any action until either your next turn, or to act after a specified individual, such as an enemy or another character.

Defense (Players guide pg. 340)
Any time you are attacked you are allowed to make a defense roll depending on the attack type.

Damage (Players guide pg. 333)
To determine damage multiple your total successes by your base damage of your attack. You die when your character reaches your Stamina Score in negative Health.

Conditions: (Players guide pg. 342)

Battered Status
Health reduced to 1/4 total; Suffer - 6 Successes to all skill actions and Physical Defense

Beaten Status
Health reduced to 1/2 total; Suffer - 3 Successes to all skill actions and Physical Defense

Bleeding
Characters can bleed up to 10 Health per turn

Blinded
50% chance of failing a skill or perform an action; Movement reduced by 1/2;

Dying
At 0 health character must attempt a Holding Zero Check or begin to die and bleed 10 Health per turn; Death at occurs when character reaches their Stamina Score in negative health

Fatigue Recovery
Recover 10 plus Stamina Modifier every hour if resting otherwise only 5 per hour

Fatigued
When reduced to 0 Fatigue characters drop unconscious for 1 hour plus 1 hour for every 5 negative Fatigue

Healing
Characters heal their Stamina Modifier +5 health per day.

Holding Zero
When Health is reduced to zero, and must make a Holding Zero check at a Willpower or Stamina check at TS of 3. Each turn must make a cumulative check at +1 TS to avoid falling unconscious and bleed to death.

Prone
Characters are knocked down suffer -5 successes to any attack and -3 Successes to Physical Defense actions; In addition to any other penalties.

Unconscious
When reduced to 0 Fatigue or failed the Holding Zero check characters are considered unconscious and will remain so for 1 hour plus 1 hour for every 5 negative Fatigue

Legends Player Reference