



Worlde of Legends™ LITE

Adventurer Record Sheet

ARCHERY MASTERY

AKA

JOIN THE ADVENTURE!

WHAT TO DO TO CREATE YOUR ADVENTURER

NOW THAT YOU HAVE THE FILLABLE PDF ADVENTURER RECORD SHEET, MAKING A CUSTOM ADVENTURER FOR WORLD OF LEGENDS™ LITE IS EASY! COMPLETE THE AREAS LISTED BELOW, AND THAT'S IT! THE FORM DOES ALL THE MATH FOR YOU!

Adventurer Profile

- Complete every field

Core Game Mechanics

- Choose a Primary Ability
- Select the Mastery Rank for your Primary Ability (usually Mastery Rank 1 at 1st Level). The form will auto-fill the Title for that Rank.
- Roll d10 for each of your Experience Levels. Add them together (if more than 1) and put that number in the *d10/XL HP Adj* field
- Choose a Social Class (affects starting gold)
- Choose Yes or No for Dual Wield
- Choose a Piety (hover over field for details)

Adventurer Attributes

- Enter your Experience Level in the Exp Level field
- In the Exp Lvl Mod column of the Attributes, place 1 point for each experience level you have on any Attribute(s).
Note: Your total amount of XL Modifiers should equal your Current Experience Level.
- Distribute available Attribute Points (as shown in the Attribute Point Balance field) by increasing or decreasing the 10s in the Base Score column, across all 18 Attributes, until your Available Balance is 0.

Other Areas of the Sheet

- Choose your Armor | Helm | Shield
- Complete the Languages section
- Choose *Non-Mastery System* weapons
- Complete the Ability Section for your Primary Ability as appropriate (Arts Majika, Bardic Arts, Tijn'Naz, Staff, Weapons, or Archery)
- Ask you GameMaster how many Sessions per XL and put it in the Experience Level section

Mastery Weapons|Attacks|Maneuvers

- First Match Your *Mastery System Code* using the dropdown then complete the appropriate section for your Primary Ability. In WoL™ Lite, you will complete only 1 of these

Equipment | People | Places

- Complete sections on page 3 as appropriate

Arts Majika and Bardic Arts

- Choose Spells or Enchantments (separate pages)

Adventurer Creation is Complete!



WHAT TO DO WHEN YOU LEVEL UP

JUST A FEW QUICK AND EASY THINGS WHEN YOU LEVEL UP IN WO L™ LITE. SIMPLY UPDATE EACH OF THE FOLLOWING AS APPROPRIATE, AND THE FORM DOES THE REST FOR YOU!

Attribute Points

- In the *Exp Lvl Mod* column of the Attributes, place 1 point for your new experience level on any Attribute you wish to upgrade.

Mastery Rank

- If you gained a *New Mastery Rank*:
Change the Mastery Rank for your Ability in the *Core Game Mechanics* section
- Change your *Mastery System Code* on the *Mastery Weapons* sheet

Health Points

- Roll d10 and add it to your *HP/XL* field

Spells or Enchantments

- If you have a *Majik Ability*, choose new *Majik Spells* or *Bardic Enchantments*

Skilled + Actions AKA S+A

Upon reaching Mastery Rank 03 with your Primary Ability, you will receive *Skilled + Actions*. Find the appropriate page for your and choose your *Skilled + Actions* for your current Mastery Rank.

You will choose additional S+A each time you rise in Mastery Rank, which usually occurs when you gain appropriate experience levels.

You will also need to change your rank on your existing S+A when you reach a new Mastery Rank.

That's It! Easy Level Up!

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ADVENTURER PROFILE

ADVENTURER NAME					
PLAYER NAME			GAMEMASTER NAME		
ADVENTURER RACE			ADVENTURER ARCHETYPE		
GENDER	EYE COLOR	HAIR COLOR	AGE		
PERSONALITY & APPEARANCE		SOCIETAL TENDENCY	MORAL ALIGNMENT		
		Lawful Neutral Chaotic	Good Neutral Evil		

ADVENTURER ATTRIBUTES

EXP LEVEL	BASE ATTR PTS	BONUS ATTR PTS	TOTAL ATTR PTS	ATTR PTS USED	ATTR PTS BALANCE	
PHYSICAL ATTRIBUTE GROUP		PGS (TOTAL)				
		PGA (AVERAGE)				
			BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE
STRENGTH	STR					
ENDURANCE	END					
PRECISION	PRC					
AGILITY	AGL					
FORTITUDE	FOR					
PERCEPTION	PER					
MENTAL ATTRIBUTE GROUP		MGS (TOTAL)				
		MGA (AVERAGE)				
			BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE
KNOWLEDGE	KNO					
REASONING	REA					
INTUITION	INT					
WILLPOWER	WIL					
CREATIVITY	CRE					
SENSUALITY	SEN					
SOCIAL ATTRIBUTE GROUP		SGS (TOTAL)				
		SGA (AVERAGE)				
			BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE
LEADERSHIP	LEA					
CHARM	CHA					
MANIPULATION	MAN					
APPEARANCE	APP					
LUCK	LCK					
LIBIDO	LIB					

CORE GAME MECHANICS

PRIMARY ABILITY			MASTERY RANK AND TITLE		
BASE HEALTH	d10/XL HP ADJ	TOTAL HEALTH	INITIATIVE ADJ	BASE DEFENSE	SOCIAL CLASS
WMI	EAM	TRAUMA CHECK	RESURRECT CHANCE	BASE MVMT	STARTING COINS
DUAL WIELD?	PIETY	REPEL UNDEAD	BANISH UNDEAD	DESTROY UNDEAD	CONTROL UNDEAD

INHERENT SKILLS

	BASE SCORE	EXP LVL MOD	LUCK MOD	% CHANCE
CLIMB WALLS OR ROPES				
FIND HIDDEN OBJECTS				
FIND SECRET DOORS				
HEAR NOISES				
SNEAK (SILENT MVMT)				
SHADOW HIDE				

AVOIDANCES

	BASE SCORE	EXP LVL MOD	LUCK MOD	% CHANCE		
PHYSICAL PAC						
MENTAL MAC						
SOCIAL SAC						
OTHER OAC						
<i>Per Instruction From Your GameMaster, Add These Bonuses to Your Avoidance Check Dice Rolls</i>		NATURAL RESISTANCES		BASE BONUS	BONUS ADJ	TOTAL BONUS
		MAJIK RESISTANCE				
		POISON RESISTANCE				
		DISEASE RESISTANCE				

ARMOR | HELM | SHIELD

	BASE DEFENSE	MAJIK ADJ	DEFENSE MOD
ARMOR			
HELM			
SHIELD			

LANGUAGES

	NATIVE LANGUAGE	NATIVE DIALECT
# OF INITIAL LANGUAGES		
MAX # OF LANGUAGES		
AVAILABLE LANG SLOTS		
KNOW KNOWN LANG		
KNOW OTHER DIALECTS		
KNOW OTHER LANG		

MELEE

	WAM REQ'D	WAM ALLOW	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL HARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE

MISSILE

	WAM ALLOW	AMMO QTY	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL MARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE

EXPERIENCE

EXP LVL	SESSIONS/XL	CURRENT XP	NEXT XL TARGET	XP NEEDED

DEFENSE FACTOR

BASE DEFENSE FACTOR	
LUCK MODIFIER	
BODY ARMOR MODIFIER	
HELM MODIFIER	
SHIELD MODIFIER	
OTHER MODIFIER	
FINAL DEFENSE FACTOR	

POWER STATS

LIFT HIGH (LBS)	
LIFT LOW (LBS)	
PUSH (LBS)	
PULL OR DRAG (LBS)	
BEND BARS CHANCE	
LIFT/SLIDE PORTAL CHANCE	
BUST DOORS CHANCE	

ARTS MAJIK

SCHOOL OF MAJIK	MEM MAJIK MOD
MAJIK ELEMENTS	MANA POINTS
SPIRIT +	MANA REGEN VALUE

BARDIC ARTS

CREATIVE PERF STYLE	BTI SARD TAL IND
INSTRUMENT(S)	VITALITY
CREATIVE:	VITALITY REGEN VALUE
COMBAT:	

TYNDRAZ

WHAT DISCIPLINE?	STAFF
	TYPE OF STAFF

WEAPONS

FAVORED HAND	MAX # WEAP
FAVORED WEAPON	

ARCHERY

PREFERRED ARROW	TYPE OF BOW
MAX RANGE	YDS
RANGE INCREMENT	YDS

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ADVENTURER NAME _____

PLAYER NAME _____

MASTERY SYSTEM WEAPONS, ATTACKS, AND MANEUVERS

MATCH YOUR MASTERY SYSTEM CODE THEN COMPLETE THE SECTION FOR YOUR MASTERY SYSTEM

NON-MASTERY MELEE AND MISSILE WEAPONS SHOULD BE PLACED IN THE MELEE AND MISSILE SECTIONS ON PAGE 1

MY MASTERY SYSTEM

MY MASTERY SYSTEM CODE	MATCH YOUR MAST SYS CODE	MASTERY SYSTEM INDICATOR	MY CURRENT EXP LVL	MY CURRENT MAST RANK	NEXT MAST RANK AT EXP LVL	MY BASE ARM	MY HARM RACE ADJ	MY MARM RACE ADJ	HARM	MARM	MY MASTERY ARM +	MY MASTERY DMG +

ARCHERY MASTERY SYSTEM

THIS TYPE OF BOW	WAM	BOW MAJIK BONUS	BOW MAX RANGE	BOW RANGE UNIT	WAM REQ'D per SHOT	USING THIS TYPE ARROW	ARROW MAJIK BONUS	ARROW QTY	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL MARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE

STAFF MASTERY SYSTEM

STAFF ATTACK/MANEUVER	WAM	STAFF MAJ BONUS	ONE HAND OR TWO HANDS?	WAM REQ'D	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL HARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE
X												

Týnj'Naz MASTERY SYSTEM

TÝNJ'NAZ CODE OF HONOR.
 Protect the innocent.
 Be loyal to your art and fellow Wékán.
 Show compassion to all.
 Control emotions at all times.
 Have humility in your heart.
 Shed blood only as a last resort.
 Live with honor.
 Be a shining example to thers.

TÝNJ'NAZ ATTACK FORM	WAM	GLOVES MAJ BONUS	TYPE OF MARTIAL ARTS FORM	WAM REQ'D	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL HARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE
X												

WEAPONS MASTERY SYSTEM

MELEE WEAPON	WAM	WEAP MAJ BONUS	QTY OF THIS WEAP	WHICH HAND?	WAM REQ'D	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL HARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE
X													

THIS TYPE OF BOW	WAM	BOW MAJIK BONUS	BOW MAX RANGE	BOW RANGE UNIT	WAM REQ'D per SHOT	USING THIS TYPE ARROW	ARROW MAJIK BONUS	ARROW QTY	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL MARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE
X																

OTHER MISSILE WEAPON	WAM	WEAP MAJ BONUS	WEAP MAX RANGE	WEAP RANGE UNIT	WAM REQ'D per SHOT	WEAP QTY	BASE ARM	ARM MAST ADJ	ARM MAJIK ADJ	FINAL MARM	BASE DAMAGE	DAMAGE MAST ADJ	DAMAGE MAJIK ADJ	TOTAL DAMAGE
X														

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ADVENTURER NAME
PLAYER NAME

ARCHERY MASTERY SKILLED + ACTIONS

AT EACH MASTERY RANK, STARTING AT MASTERY RANK 03,
CHOOSE 2 SKILLED + ACTIONS FROM ANY CATEGORY

DO I HAVE THIS MASTERY SYSTEM?	CURRENT EXP LEVEL	MY CURRENT # OF S+A
	CURRENT MASTERY RANK	

S+A FOR MASTERY RANK 03				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

S+A FOR MASTERY RANK 03				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

S+A FOR MASTERY RANK 04				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

S+A FOR MASTERY RANK 04				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

S+A FOR MASTERY RANK 05				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

S+A FOR MASTERY RANK 05				
SHORT DESCRIPTION				
TYPE OF S+A		IMPACT		
REQUIRED PRE-REQUISITE(S)		CAN BE COMBINED WITH:		
EAM	WAM	INITIATIVE	ARM	OTHER
AVOID TYPE	AVOIDANCE EFFECT	USES/COOLDOWN		

