



# World of Legends™ LITE

## Adventurer Record Sheet

### WEAPONS 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, Tǫnj'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	
<b>PHYSICAL ATTRIBUTE GROUP</b>		PGS (TOTAL)				
		PGA (AVERAGE)				
		BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE	
		STRENGTH	<b>STR</b>			
ENDURANCE	<b>END</b>					
PRECISION	<b>PRC</b>					
AGILITY	<b>AGL</b>					
FORTITUDE	<b>FOR</b>					
PERCEPTION	<b>PER</b>					
<b>MENTAL ATTRIBUTE GROUP</b>		MGS (TOTAL)				
		MGA (AVERAGE)				
		BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE	
		KNOWLEDGE	<b>KNO</b>			
REASONING	<b>REA</b>					
INTUITION	<b>INT</b>					
WILLPOWER	<b>WIL</b>					
CREATIVITY	<b>CRE</b>					
SENSUALITY	<b>SEN</b>					
<b>SOCIAL ATTRIBUTE GROUP</b>		SGS (TOTAL)				
		SGA (AVERAGE)				
		BASE SCORE	EXP LVL MOD	RACIAL MOD	ACTUAL SCORE	
		LEADERSHIP	<b>LEA</b>			
CHARM	<b>CHA</b>					
MANIPULATION	<b>MAN</b>					
APPEARANCE	<b>APP</b>					
LUCK	<b>LCK</b>					
LIBIDO	<b>LIB</b>					

## 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	<b>PAC</b>				
MENTAL	<b>MAC</b>				
SOCIAL	<b>SAC</b>				
OTHER	<b>OAC</b>				
<i>Per Instruction From Your GameMaster, Add These Bonuses to Your Avoidance Check Dice Rolls</i>		<b>NATURAL RESISTANCES</b>	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	
<b>FINAL DEFENSE FACTOR</b>	

## 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

# World of Legends™ Lite Adventurer Record Sheet

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

\_\_\_\_\_

<b>MY MASTERY SYSTEM CODE</b>	<b>MATCH YOUR MAST SYS CODE</b>	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	<b>HARM</b> ←→	<b>MARM</b> →	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
✗												

### 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
✗												

### 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

  

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

  

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



ADVENTURER NAME
PLAYER NAME

**WEAPONS MASTERY SKILLED + ACTIONS**  
 AT EACH MASTERY RANK, STARTING AT MASTERY RANK 03,  
 CHOOSE 2 SKILLED + ACTIONS

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

<b>S+A FOR MASTERY RANK 03</b>				
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		

<b>S+A FOR MASTERY RANK 03</b>				
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		

<b>S+A FOR MASTERY RANK 04</b>				
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		

<b>S+A FOR MASTERY RANK 04</b>				
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		

<b>S+A FOR MASTERY RANK 05</b>				
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		

<b>S+A FOR MASTERY RANK 05</b>				
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		

