

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, Týnj'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!