

A G O N E - Charactersheet

Name		Race				Occupation					Birthplace				Country												
Sex	m / f	Age	Old Age Diff.	Weight	p	Size	cm	SIZ	Move	Title	Player																
ATTRIBUTES (x5)							FLAME (x7)					DARK FLAME				APPEARANCE / SPECIALS											
Strength		Body Bonus			Intelligence		Spirit Bonus			Charisma		Soul Bonus															
Stamina		Body			Will		Spirit			Creativity		Soul															
Agility		Dark Body					Dark Spirit					Dark Soul															
Perception																											
SECONDARY ATTRIBUTES							SKILLS (x3)																				
Melee (MEL)							Trials (-3)					Courtly (-3)				Language 1:											
[STR+(AGIx2)]/3							Alertness:					Fast Talk:				Language 2:											
Aim							Athletics:					Diplomacy:				Language 3:											
(AGI+PER)/2							Climb:					Eloquence:				Language 4:											
Damage Bonus (DB)							Ride:					Etiquette 1:				Alphabets 1:											
STR+SIZ (TAB)							Dodge:					Etiquette 2:				Alphabets 2:											
Fortune Points							Swim:					Etiquette 3:				Alphabets 3:											
Flame x2							First Aid:					Stewardship:				Seasons 1:											
Art							Survival:					Streetwise:				Seasons 2:											
(CHA+CRE)/2, Bl. Feys (CRE)							Weaponless:					Music 1:				Seasons 3:											
Ascendancy (ASC)							Weapon 1:					Music 2:				Seasons 4:											
INT or WILL or (INT+WILL)/2							Weapon 2:					Painting:				Cults 1:											
Hitpoints (HP)							Weapon 3:					Poetry:				Cults 2:											
HPBasis+(STAx3)+D10 (C)							Weapon 4:					Sculpture:															
Serious Wound														Trade:													
HP/3														Traditions 1:				Occult (impossible)									
Critical Wound							Rogue (-3)					Traditions 2:				Magical Arts											
HP/2							Acrobatics:					Craft 1:				Tune:											
Max. Load (Phys. -8)							Conceal:					Craft 2:				Shape:											
(STR+STA) x Load Mod. (Pound)							Hide:									Vista:											
Half Load (Phys. -4)							Disguise:					Knowledge (impossible)				Scansion:											
Load/2 (Pound)							Stealth:					Astronomy:				Dancer Lore:											
Daily Load (Phys. -2)							Search:					Geography:				Cipher Sorcery:											
Load/4 (Pound)							Intrigue:					History & Legends:				Demonology:											
Natural Healing (HP/Day)							Gambling:					Strategy & Tactics:				Concord:											
							Legerdemain:					Law:				Resonance											
Current HP:							Poisons:					Medicine:				Jornist:											
Serious: OOO Critical: OO							Locksmith:					Surgery:				Eclipsist:											
Initiative Base (AGI+PER)							Lip Reading:					Navigation:				Obscurantist:											
Passive Defense (AGI-Ar)												Plant Lore:															
Dodge (AGI+Dodge-Armor)														Beast Lore:													
Parry Base (MEL)																											
MELEE WEAPONS										RANGE WEAPONS																	
Type		Init.	Att.	Def.	Dmg.+DB	STR	AGI	SIZ	Type		Init.	Att.	Rng.	Dmg.+DB	STR	AGI	SIZ	Ammo									
NATURAL WEAPONS										SHIELDS										ARMOR							
Type		Init.	Att.	Dmg.+DB	Type		Init.	Att.	Par.	Dmg.+DB	STR	AGI	SIZ	Type		Protection	Penalty										
SEASONLINGS POWERS										FLAME POWERS										GIFTS							
ASSETS					FAULTS					DARKNESS SORROWS					PERFIDY SORROWS												
Darkness Points	Blackness										Perfidy Points																
MOUNT		STA	STR	AGI	PER	MEL	ASC	ART	SIZ	MOVE	DB	HP	SWT	CWT	Skills/Notes												
EQUIPMENT																											
CONTACTS															Money total: Money:												
EP-NOTES																											

A G O N E - Magic

ART **APT (Mag. Arts)**

MAGICAL ART OPUSES						
Name	Art/Seas./Instrum.	TH	Range/Area of Effect	Duration	Time	Effect

ASCENDANCY		DANCER ATTRIBUTES	
Ascendancy		No./Name	
Obedience		Memory	
Resonance		ASC Bonus	
Dancer Lore		Empathy	
ASC APT		Endurance	
Intuitive APT		ASC/Intuitive	

SPELLS						
Name	OB/Dancer	TH	Range/Area of Effect	Duration	Time	Effect

ARTEFACTS				
Name	Description	Power	Duration	Time

FAMILIAR	STA	STR	AGI	PER	MEL	ASC	ART	SIZ	MOVE	DB	HP	SWT	CWT	Skills/Notes

MANEUVERS				
Name	Type	Combat Modifiers	Requirements	Description

ARTFUL THRUSTS				
Name	Type	Weapon	Rarity	Description