

Name ◦
 Occupation ◦ Birthplace ◦
 Sex ◦ Race ◦ Age ◦
 Old age diff. roll ◦ Size ◦ / SIZ Weight ◦ Move ◦

Appearance ◦
 HP
 Current HP

Attributes ◦ Flame Dark Flame

Body		Spirit		Soul	
Body <input type="checkbox"/>	Dark Body <input type="checkbox"/>	Spirit <input type="checkbox"/>	Dark Spirit <input type="checkbox"/>	Soul <input type="checkbox"/>	Dark Soul <input type="checkbox"/>
Body Bonus <input type="checkbox"/>		Spirit Bonus <input type="checkbox"/>		Soul Bonus <input type="checkbox"/>	
AGility <input type="checkbox"/>	STRength <input type="checkbox"/>	INTelligence <input type="checkbox"/>		CHARisma <input type="checkbox"/>	
PERception <input type="checkbox"/>	STamina <input type="checkbox"/>	WILL <input type="checkbox"/>		CREativity <input type="checkbox"/>	

◦ Secondary ◦ attributes **Skills**

MELee <input type="checkbox"/>	Weapons*: •..... (.....) ---/---	Stewardship (.....) ---/---	Languages* : •..... (.....) ---/---
AIM <input type="checkbox"/>	•..... (.....) ---/---	Music* : •..... (.....) ---/---	•..... (.....) ---/---
Damage bonus <input type="checkbox"/>	•..... (.....) ---/---	•..... (.....) ---/---	•..... (.....) ---/---
Fortune (points) <input type="checkbox"/>	•..... (.....) ---/---	Trade (.....) ---/---	Law (.....) ---/---
Hit points <input type="checkbox"/>	•..... (.....) ---/---	Painting (.....) ---/---	Medicine (.....) ---/---
ART <input type="checkbox"/>	Reque (~3)	Poetry (.....) ---/---	Navigation (.....) ---/---
ASCendancy <input type="checkbox"/>	Acrobatics (.....) ---/---	Craft* : •..... (.....) ---/---	Seasons* : •..... (.....) ---/---
Serious wound threshold <input type="checkbox"/>	Conceal (.....) ---/---	•..... (.....) ---/---	•..... (.....) ---/---
Critical wound threshold <input type="checkbox"/>	Hunt (.....) ---/---	Sculpture (.....) ---/---	•..... (.....) ---/---
Maximum load <input type="checkbox"/>	Disguise (.....) ---/---	Traditions* : •..... (.....) ---/---	Strategy (.....) ---/---
Half load <input type="checkbox"/>	Stealth (.....) ---/---	•..... (.....) ---/---	Beast lore (.....) ---/---
Daily load <input type="checkbox"/>	Search (.....) ---/---	•..... (.....) ---/---	Occult (impossible)
	Intrigue (.....) ---/---		Knowledge (impossible)
	Gambling (.....) ---/---	Alphabets* :	Magical Arts*:
	Legerdemain (.....) ---/---	•..... (.....) ---/---	Tune (.....) ---/---
	Poisons (.....) ---/---	•..... (.....) ---/---	Shape (.....) ---/---
	Locksmith (.....) ---/---	Astronomy (.....) ---/---	Vista (.....) ---/---
		Surgery (.....) ---/---	Scansion (.....) ---/---
		Cults* :	Dancer Lore (.....) ---/---
		•..... (.....) ---/---	Cipher-sorcery (.....) ---/---
		•..... (.....) ---/---	Demonology (.....) ---/---
		Geography (.....) ---/---	Concord (.....) ---/---
		Plant lore (.....) ---/---	Resonance:
		History & legends (.....) ---/---	Jornist (.....) ---/---
			Eclipsist (.....) ---/---
			Obscurantist (.....) ---/---

Trials (~3)

Alertness (.....) ---/---
 Athletics (.....) ---/---
 Climb (.....) ---/---
 Ride (.....) ---/---
 Dodge (.....) ---/---
 Swim (.....) ---/---
 First aid (.....) ---/---
 Survival (.....) ---/---

Courtly (~3)

Fast Talk (.....) ---/---
 Diplomacy (.....) ---/---
 Eloquence (.....) ---/---
 Etiquette*:
 •..... (.....) ---/---
 •..... (.....) ---/---
 •..... (.....) ---/---

◊ *Magic* ◊

Player Name :

◊ *Magical Art Opuses* ◊

Art :

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

..... Mag. Art APT:

Name	Art/ Instrument	Thresh.	Range/ Area of effect	Duration	Time	Effect
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◊ *Ascendancy* ◊

ASCendancy:

Obedience:

Resonance:

Dancer Lore:

Ascendancy APT:

Intuitive APT:

◊ *Dancer attributes* ◊

Name:	Dancer:	Dancer:	Dancer:	Dancer:
.....
Memory:
Spells in memory:
Ascendancy bonus:
Empathy:
Stamina:
Active stamina :
Effect :

◊ *Spells* ◊

Spell Name	Obedience	Thresh.	Range/Area of effect	Duration	Dance	Spell Description	Effect
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◊ *Artefacts* ◊

Name	Description	Power	Duration	Activation
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◊ *Contacts* ◊

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