AGONE - 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)		Hunt:						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:	
Current HP: | | |	|	Legerdemain:			Law:			**Resonance**	
Serious: OOO **Critical**:	OO	Poisons:			Medicine:			Jornist:	
Initiative Base (AGI+PER)		Locksmith:			Surgery:			Eclipsist:	
Passive Defense (AGI-Ar)		Lip Reading:			Navigation:			Obscurantist:	
Dodge (AGI+Dodge-Armor)					Plant Lore:				
Parry Base (MEL)					Beast Lore:				

MELEE WEAPONS

Type	Init.	Att.	Def.	Dmg.+DB	STR	AGI	SIZ

RANGE WEAPONS

Type	Init.	Att.	Rng.	Dmg.+DB	STR	AGI	SIZ	Ammo

NATURAL WEAPONS

Type	Init.	Att.	Dmg.+DB

SHIELDS

Type	Init.	Att.	Par.	Dmg.+DB	STR	AGI	SIZ

ARMOR

Type	Protection	Penalty
	Total:	

Special Weapon Notes:

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

Money total: **Money**:

CONTACTS

EP-NOTES

AGONE - Magic

ART		APT (Mag. Arts)											

MAGICAL ART OPUSES

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

ASCENDANCY

Ascendancy	
Obedience	
Resonance	
Dancer Lore	
ASC APT	
Intuitive APT	

DANCER ATTRIBUTES

No./Name								
Memory								
ASC Bonus								
Empathy								
Endurance								
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	Requirements	Description