

# A New Dusk

## Alloy of Law Adventure Game

PLAYER NAME \_\_\_\_\_  
 CHARACTER NAME \_\_\_\_\_  
 CONCEPT \_\_\_\_\_

CREW NAME \_\_\_\_\_ CAUSE \_\_\_\_\_ TARGET \_\_\_\_\_ METHOD \_\_\_\_\_  
 HOMETOWN \_\_\_\_\_ HOUSE ALLEGIANCE \_\_\_\_\_ OCCUPATION \_\_\_\_\_  
 RELIGION \_\_\_\_\_ SEX \_\_\_\_\_ AGE \_\_\_\_\_ WEIGHT \_\_\_\_\_ HEIGHT \_\_\_\_\_ MARITAL STATUS \_\_\_\_\_

### ⌚ ATTRIBUTES

|          |                      |
|----------|----------------------|
|          | DICE                 |
| PHYSIQUE | <input type="text"/> |
| CHARM    | <input type="text"/> |
| WITS     | <input type="text"/> |

### ⌚ STANDING

|           |                      |       |
|-----------|----------------------|-------|
|           | DICE                 | SPENT |
| RESOURCES | <input type="text"/> | _____ |
| INFLUENCE | <input type="text"/> | _____ |
| SPIRIT    | <input type="text"/> | _____ |

### ⌚ RESILIENCE

|            |                      |        |
|------------|----------------------|--------|
|            | SCORE                | DAMAGE |
| HEALTH     | <input type="text"/> | _____  |
| REPUTATION | <input type="text"/> | _____  |
| WILLPOWER  | <input type="text"/> | _____  |

### ⌚ TRAITS & BURDENS

**DRIVE:** \_\_\_\_\_  
**PROFESSION:** \_\_\_\_\_  
**SPECIALITY:** \_\_\_\_\_  
**FEATURE:** \_\_\_\_\_  
**PERSONALITY:** \_\_\_\_\_

### ⌚ TRAGEDY

\_\_\_\_\_  
 \_\_\_\_\_

### ⌚ DESTINY

\_\_\_\_\_  
 \_\_\_\_\_

### ⌚ SECRETS KNOWN

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### ⌚ ADVANCEMENTS

|                                |      |                |       |                |       |
|--------------------------------|------|----------------|-------|----------------|-------|
| Increase Attribute/Standing    | 5adv | Increase Power | 6 adv | Change a Trait | 2 adv |
| Recover Mortal burden to Grave | 6adv | Gain Stunt     | 4 adv | Gain a Trait   | 4 adv |

|             |                                 |   |                      |
|-------------|---------------------------------|---|----------------------|
| Attributes: | Strong: 13pts, max 6;           | Average: 11pts, max 5;                                    | Weak: 9pts, max 4    |
| Standings:  | Strong: 13pts, max 8;           | Average: 11pts, max 6;                                    | Weak: 9pts, max 4    |
| Powers:     | Strong: Comp Twinborn (A4, F3); | Average: Mist'ing (A5), Ferring (F 4), Twinborn (A4, F3); | Weak: 2 extra traits |

Maximum number of Props is equal to reasources plus one.