

<h1 style="margin: 0;">MANSE NAME:</h1>		<p><b>DETECTION</b> <small>OC p. 46/47</small>          Detecting a Manse from afar requires a roll on (Perception + Occult + Demesne's Rating). Success yields the aspect of the Manse the number of miles the Manse can be sensed from.</p> <p><b>ATTUNEMENT</b> <small>Core p. 133</small>          Attune to a Manse with a diff. 1 roll on (Intelligence + Lore), requiring a number of hours equal to the rating of the Manse. If another tries to attune, the owner automatically knows the fact, but not who tries this. If he consents, more than one essence-user may attune.</p> <p><b>ESSENCE REGENERATION</b>          While present at the site, the owner regains the Manses' rating times 4 in motes her hour. If carrying the Hearthstone, your regeneration increases by another few points, equal to it's rating.</p> <p><b>HEARTHSTONES</b>          A Hearthstone always provides it's Essence Regenration benefit to a wearer. The powers of the stone in question only apply only when the stone is socketed in a magical item you are attuned to.</p> <p><b>POWER FAILURE</b> <small>OC p. 62</small>          After taking (rating x 20) damage, the Manse suffers a Power Failure, which reduces it's rating by one for all respects. This may occur several times, until the Manses effective Powerlevel drops to zero, which is when the Manse is considered utterly destroyed.</p> <p style="text-align: right; font-size: small;">Further rules about Manses, their creation and similar topics at Oadenols Codex</p>
<p><b>ASPECT:</b> _____</p> <p><b>OWNER(S):</b> _____</p> <p>_____</p> <p><b>LOCATION:</b> _____</p> <p>_____</p> <p><b>MANSE POWERS:</b> _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p><b>HEARTHSTONE:</b> _____</p> <p><b>DESCRIPTION:</b> _____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p style="text-align: center;"><b>CONSTRUCTION POINT CALCULATION</b></p> <p><b>RATING:</b> ● ○ ○ ○ ○ <input type="text" value="2 per"/></p> <p><b>MAINTENANCE:</b> ○ ○ ○ ○ ○ <input type="text" value="1 per"/></p> <p><b>FRAGILITY:</b> ○ ○ ○ ○ ○ <input type="text" value="2 per"/></p> <p><b>HABITABILITY:</b> ○ ○ ○ ○ ○ <input type="text" value="1 per"/></p> <p style="text-align: right;"><input type="text" value="TOTAL"/></p>	
<p><b>ESSENCE REGENERATION:</b> While present: <input type="text" value="Rating x 4"/>          While away: (only with Token) <input type="text" value="Rating x 2"/></p> <p><b>NOTES:</b> _____</p> <p>_____</p>		

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