| Created by | / MadLetter | August 2010 | ; Contact: | Daelkyr@ | gmail.c |
|------------|-------------|-------------|------------|----------|---------|

| MANSE NAME: | | DETECTION OC p. 46/4; Detecting a Manse from afar requires a roll on (Perception + |
|--|--------------------------------|---|
| ASPECT: | CONSTRUCTION POINT CALCULATION | 7.0.00 |
| ♦₩ N₹R⟨\$⟩: | RATING: • O O O 2 per | Manse the number of miles the Manse can be sensed from. |
| V WIGHT OF THE STATE OF THE STA | MAINTENANCE: | ATTUN EMENT Core p. 13: Attune to a Manse with a diff. 1 |
| = | FRAGILITY: O O O Z per | roll on (Intelligence + Lore), requiring a number of hours equal to the rating |
| LOCATION: | HABITABILITY: O O O I per | of the Manse. If another tries to attune, the owner |
| | TOTAL | automatically knows the fact, but not who tries this. If he consents, more |
| MANSE POWERS: | | than one essence-user may attune. \$\$\$\$N\$\$ R\$G\$N\$RATION |
| | | 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. |
| | | H € ARTHSTON€ S A Hearthstone always provides it's |
| | | Essence Regenration benefit to a wearer. |
| HEARTHSTONE: | | The powers of the stone in question only apply only when the stone is |
| DESCRIPTION: | | socketed in a magical item you are attuned to. |
| | | POWER FAILURE OCp. 6. After taking (rating × 20) damage, the |
| | | Manse suffers a Power Failure, which reduces it's rating by one for all |
| | | respects. This may occur several times, until |
| ESSENCE REGENERATION: NOTES: | | the Manses effective Powerlevel drops to zero, which is when the Manse is considered utterly destroyed. |
| While present: Rating × 4 | | considered otterly destroyed. |
| While away: (only with Token) | | Further rules about Manses, their creation and similar topics at Oadenols Code |
| | | |
| Manse Sheet v1 | Created by MadLe | etter, August 2010; Contact: Daelkyr@qmail.co DETECTION OC p. 46/4 |
| MANSE NAME: | | Detecting a Manse from afar requires a roll on (Perception + |
| ASPECT: | CONSTRUCTION POINT CALCULATION | Occult + Democra's Pating) |
| ♦₩ N₹R⟨\$⟩: | RATING: • O O O 2 per | Manse the number of miles the Manse can be sensed from. |
| ▼ ₩N₹K\>/: | MAINTENANCE: O O O O Incl | ATTUNEMENT Core p. 13; Attune to a Manse with a diff. 1 |
| | FRAGILITY: O O O O 2 per | roll on (Intelligence + Lore), requiring a number of hours equal to the rating |
| LOCATION: | HABITABILITY: OOOO | of the Manse. If another tries to attune, the owner |
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| - | | respects. This may occur several times, until |
| | | the Manses effective Powerlevel drops to zero, which is when the Manse is |
| ESSENCE REGENERATION: NOTES: | | considered utterly destroyed. |
| While present: While away: (only with Token) Rating × 2 | | Further rules about Manses, their creation and similar topics at Oadenols Code |