

**TRADITION**

Tradition \_\_\_\_\_ Drain \_\_\_\_\_ Con + Vol ( \_\_\_\_\_ )

**ESPRIT MENTOR**

Nom \_\_\_\_\_

Avantages / Pouvoirs \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Désavantages \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**VOIE D'ADEPTE**

Nom \_\_\_\_\_

Description \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Pouvoirs de voie \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Magie/2 (arrondi inf) niv : coût réduit de 25% en points de pouvoir*

**INITIATION**

Grade d'initiation

Indice de magie maximum

Groupe initiatique & vœux

Epreuves initiatiques réussies



Métamagie

Point de pouvoir supplémentaire

**FOCI / SORTS ANCRES**


**GRIMOIRE**

Pouvoir	Indice			Points de pouvoir			Activation			Effets				
	Total	Indice	Focus	Mentor	Total	Coût	Indice	Voie	Inné		Action	Drain		
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
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	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				
	=		+		+			=	X	-				