

# Amber/Shadow Knight Shadow Worksheet

Controlling Character's Name:

Shadow Name:

## Shadow Description

### Time Flow (Relative to Amber):

One Shadow Hour = \_\_\_\_ Amber (  Seconds /  Minutes /  Hours /  Days /  Years )

### Typical Denizens:

### Functional Technology of Shadow

- |  |                                    |                                      |   |
|--|------------------------------------|--------------------------------------|---|
| <input type="checkbox"/> Animal (none) | <input type="checkbox"/> Primitive | <input type="checkbox"/> Medieval    | <input type="checkbox"/> Magic-Doesn't work with Tech |
| <input type="checkbox"/> Engine Power  | <input type="checkbox"/> Gunpowder | <input type="checkbox"/> Electricity | <input type="checkbox"/> Magic & Technology Together  |

### Power Availability/Strength in Shadow

- |  |   |   |
|--|---|---|
| Pattern: <input type="checkbox"/> Resistant to Pattern Users | <input type="checkbox"/> Malleable to Pattern Users |   |
| Logrus: <input type="checkbox"/> Resistant to Logrus Users   | <input type="checkbox"/> Malleable to Logrus Users  |   |
| Trump: <input type="checkbox"/> Totally Blocked              | <input type="checkbox"/> Trump Use is Difficult     | <input type="checkbox"/> Trump Use Unrestricted |
| Magic: <input type="checkbox"/> Totally Blocked              | <input type="checkbox"/> Magic is Rare/Difficult    | <input type="checkbox"/> Magic is Easy          |

## Shadow Type

Personal  1 Point

Realm ( Amber  / Chaos  ) 2 Points

Primal  4 Points

## Degree of Control Over Shadow

Contents  1 Point

Time Flow  2 Points

Destiny  4 Points

## Shadow Barriers

Communication  1 Point

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Pattern ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both ) | <input type="checkbox"/> Logrus ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both ) | <input type="checkbox"/> Trump ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both ) |
| <input type="checkbox"/> Magic ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both )   | <input type="checkbox"/> Psyche ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both ) | <input type="checkbox"/> Other ( <input type="checkbox"/> In/ <input type="checkbox"/> Out/ <input type="checkbox"/> Both ) |

Access  2 Points / Describe Access Points:

Guards  4 Points / Describe Guards:

Total Shadow Point Cost

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