

The Trial of the Taming Spires:

Player Aspirant Sheet

Character Name:	Creature Name:
Descriptor: (Personality)	Sector: (Academy Niche)
Creature Species:	Species Skill: (Example: Great Wyrn / <i>Burn</i>)

I. Your Bonded Stats

Track your stats using the checkboxes. Both stats start at 3.

Stat	Focus	Starting Value	Current Value (Track here)
RIDER	Discipline, Cunning, Tactics	3	3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
BEAST	Instinct, Power, Speed	3	3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

II. Action Resolution: Rolls

When your action is uncertain, the GM tells you which stat to use, and you roll.

- SUCCESS: Roll is equal to or under your current stat.
- FAILURE: Roll is over your current stat.

Special Action	Rule: Expert Edge (Treat Stat as 4)
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<i>Expert Edge: Creature Skill</i>	When using your Species Skill (<i>Burn, Shatter</i> , etc.), you may treat your BEAST stat as 4 for that single roll.
<i>Expert Edge: Sector Niche</i>	When using your Sector skill (<i>Tactics, Gear, Lore</i> , etc.), you may treat your RIDER stat as 4 for that single roll.

III. The Shifting Bond

If either stat hits 6, your character is out of the game!

Trigger	Resulting Stat Shift
Pride (Success)	Move 1 point from BEAST to RIDER
Guts (Failure)	Move 1 point from RIDER to BEAST
Voluntary: Yell at your Creature	Move 1 point from RIDER to BEAST
Voluntary: Flashback to Study	Move 1 point from BEAST to RIDER

IV. Character Creation Table

Roll to determine your three traits (Descriptor, Species/Skill, and Sector).

Roll 1D6	1-2: Descriptor (Your Personality)	3-4: Creature (Your Power)	5-6: Sector (Your Academy Niche)
1	Rookie (Terrified, but fast)	Great Wurm (Fire Breath, <i>Burn</i>)	Wing Leadership (Command & Tactics)

2	Washed-Up (Skeptical, but wise)	Gryphon (Piercing Shriek, <i>Shatter</i>)	Archives Guard (Security & Surveillance)
3	Unhinged (Aggressive, reckless)	Sky-Lion (Air Magic, <i>Soar</i>)	Scouting & Recon (Stealth & Intelligence)
4	Ambitious (Political, slick)	Rock Drake (Heavy Armor, <i>Shrug Off</i>)	Healer/Scribe (Lore, Medicine & Support)
5	Reluctant (Relatable, empathetic)	Shadow Serpent (Illusion, <i>Vanish</i>)	Weapons Master (Gear & Melee Combat)
6	Grizzled (Experienced, damaged)	Tempest Owl (Lightning, <i>Stun</i>)	Logistics/Wartime Engineer (Supply & Defense)