

Character Name      Player Name:  
Elliott "Elijah" Maddox

Concept:  
Subtle Manipulator

HARMONY:  
4

Race:                      Origin:  
Human (Awakened)      Earth

Affiliation:  
The Host

FOUNDATIONS:

ATTRIBUTES:	DERIVED ATTRIBUTES:	
Agility	2 Initiative	7
Might	2 Movement	4
Intuition	5 Sprint	8
Wits	5 Phys Def	7
Presence	3 Mental Def	10
	Armor	

MAX HEALTH                      24  
(current)

MAX INJURIES                      2  
(Current)

MAX ENERGY                      10  
(Current)

SKILLS:		SKILL POWER:	KNACK:
Athletics		(Might)	2
Close Combat		(Might)	2
Command	Expert	(Presence)	3
Empathy	Expert	(Intuition)	5
Electronics	Trained	(Wits)	5
Firearms		(Agility)	2
Mechanics		(Wits)	5
Medicine		(Wits)	5
Nature		(Intuition)	5
Occult	Master	(Wits)	5
Relate	Master	(Presence)	3
Stealth	Trained	(Agility)	2
Streetwise		(Intuition)	5

Trained      = +3 to skill roll  
Expert        = +5 to skill roll  
Master        = +6 to skill roll

(skill roll bonuses  
are not cumulative)

Untrained Skill Bonus =  
1/2 associated attribute  
(Round down)

#### ASPECTS:

Black Iron Resolve (Tenacious, Nerves of Steel, Iron Will)

Material Wealth (Life of Comfort)

Legal Influence (Lesser)

Extraordinary Intuition

Skill Mastery (Occult, Relate)

Human Magical Ability (Greater, gains occult knacks)

Arcane Veil (Cloack of Shadows)

Petrifying Gaze (Visage of Malice, Staggering Glare)

#### TALENT COST:

5

3

2

2

4

5

2

2

#### CONTRACTS:

With THE HOST for Skill Mastery and Human Magical Ability

With ASTANPHEUS ARCHON OF THE PRESENCE (HOST) for Arcane Veil and Petryfying Gaze

#### SPELLS:

Sanction: 3 Energy to raise the difficulties of any Supernatural Aspect or Occult Knack use by 2 for 1 scene

Summon: 4 Energy to summon Cogs

Disenchant: 3 Energy to remove any standing effect (requires successful skill roll, usually contested)

Supplicate: Summons ASTANPHEUS, uses up remaining energy, Effectively knocks out summoner