

SHADOW NAME: VIRTUE: PATH: VICE: ORDER: PLAYER: CONCEPT: CHRONICLE: LEGACY: ATTRIBUTES POWER Intelligence 00000 Strength 00000 00000 Presence Wits 00000 Dexterity 00000 Manipulation 00000 FINESSE RESISTANCE Resolve 00000 Stamina 00000 Composure 00000 OTHER TRAITS SKILLS MENTAL ARCANA · HEALTH (-3 unskilled) Death 00000 00000000000 ☐ Academics Fate 00000 00000 \Box Computer 00000 Forces 00000 □ Crafts 00000 Life 00000 WILLPOWER □Investigation____00000 Matter_ 00000 000000000 □Medicine Mind 00000 00000 □ Occult 00000 Prime 00000 ☐ Politics Spirit_____ _00000 00000 GNOSIS □Science Space _____ 00000 00000 000000000 Time 00000 MANA MERITS PHYSICAL 00000 (-1 unskilled) 00000 Points Per Turn: □Athletics _00000 00000 □Brawl 00000 00000 Wisdom □Drive 00000 00000 □Firearms 00000 00000 10 O ☐ Larceny $_{00000}$ 00000 0 □ Stealth $_{00000}$ 00000 □Survival 00000 00000 ☐ Weaponry 00000 00000 O 0 FLAWS 0 0 SOCIAL (-1 unskilled) □Animal Ken $_{00000}$ PROTECTIVE SPELLS □ Empathy _00000 ☐ Expression ___00000 Name **Points** □Intimidation 00000☐ Persuasion_____ _00000 SPEED: □ Socialize 00000 DEFENSE: ☐ Streetwise 00000 ARMOR: □ Subterfuge_ 00000 INITIATIVE MOD:_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrsus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom



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