

Dreamers of the Black Sun

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

CABAL:

ATTRIBUTES

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | 00000 | Strength | 00000 | Presence | 00000 |
| FINESSE | Wits | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| RESISTANCE | Resolve | 00000 | Stamina | 00000 | Composure | 00000 |

SKILLS

OTHER TRAITS

| <p><i>MENTAL</i> (-3 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Academics _____ 00000 <input type="checkbox"/> Computer _____ 00000 <input type="checkbox"/> Crafts _____ 00000 <input type="checkbox"/> Investigation _____ 00000 <input type="checkbox"/> Medicine _____ 00000 <input type="checkbox"/> Occult _____ 00000 <input type="checkbox"/> Politics _____ 00000 <input type="checkbox"/> Science _____ 00000 | | <p><i>ARCANA</i></p> <p>Death _____ 00000 Fate _____ 00000 Forces _____ 00000 Life _____ 00000 Matter _____ 00000 Mind _____ 00000 Prime _____ 00000 Spirit _____ 00000 Space _____ 00000 Time _____ 00000</p> | | <p><i>HEALTH</i></p> <p>000000000000 □□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>0000000000 □□□□□□□□</p> <p><i>GNOSIS</i></p> <p>0000000000</p> | | | | | | | | | | | | | |
|--|--------|---|--|---|--|------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| <p><i>PHYSICAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Athletics _____ 00000 <input type="checkbox"/> Brawl _____ 00000 <input type="checkbox"/> Drive _____ 00000 <input type="checkbox"/> Firearms _____ 00000 <input type="checkbox"/> Larceny _____ 00000 <input type="checkbox"/> Stealth _____ 00000 <input type="checkbox"/> Survival _____ 00000 <input type="checkbox"/> Weaponry _____ 00000 | | <p><i>MERITS</i></p> <p>_____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000</p> | | <p><i>MANA</i></p> <p>□□□□□□□□□□ □□□□□□□□□□ Points Per Turn: _____</p> | | | | | | | | | | | | | |
| <p><i>SOCIAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Animal Ken _____ 00000 <input type="checkbox"/> Empathy _____ 00000 <input type="checkbox"/> Expression _____ 00000 <input type="checkbox"/> Intimidation _____ 00000 <input type="checkbox"/> Persuasion _____ 00000 <input type="checkbox"/> Socialize _____ 00000 <input type="checkbox"/> Streetwise _____ 00000 <input type="checkbox"/> Subterfuge _____ 00000 | | <p><i>FLAWS</i></p> <p>_____ _____ _____</p> | | <p><i>WISDOM</i></p> <p>10 _____ 0 9 _____ 0 8 _____ 0 7 _____ 0 6 _____ 0 5 _____ 0 4 _____ 0 3 _____ 0 2 _____ 0 1 _____ 0</p> | | | | | | | | | | | | | |
| <p><i>PROTECTIVE SPELLS</i></p> <table border="1"> <thead> <tr> <th>Name</th> <th>Points</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> </tbody> </table> | | | | | | Name | Points | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| Name | Points | | | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | | | |
| <p>SIZE: _____ SPEED: _____ DEFENSE: _____ ARMOR: _____ INITIATIVE MOD: _____</p> | | | | | | | | | | | | | | | | | |

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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ACTIVE SPELLS

Max = Gnosis+3

SPELLS CAST UPON SELF

Spell Tolerance = Stamina;
-1 dice per extra spell.

NIMBUS

PARADOX MARKS

Bedlam: _____
Brand: _____

DEDICATED MAGICAL TOOL

Arcana Based Tools

EXPERIENCE

ARCANE EXPERIENCE

ROTES

| Arcana | Level | Name | Dice Pool | Book/Page |
|--------|-------|-------|-----------|-----------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

ENCHANTED ITEMS

| Type | Power | Dice Pool | Mana |
|-------|-------|-----------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

COMBAT

| Weapon/Attack | Dice Mod. | Size | Range | Clip |
|---------------|-----------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

FAMILIAR

Type: _____

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Influence: _____

Ban: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

Numina

CORPUS/HEALTH

OOOOOOOOOOOOOO

□□□□□□□□□□□□

WILLPOWER

OOOOOOOOOOOO

□□□□□□□□□□

ESSENCE

□□□□□□□□□□