

THE AWAKENING GAMBIT

SHADOW NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

PATH:
 ORDER:
 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>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>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>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>MERITS</i></p> <p>_____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000</p> <p><i>FLAWS</i></p> <p>_____ _____ _____</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	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	<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>MANA</i></p> <p>□□□□□□□□□□ □□□□□□□□□□ Points Per Turn: _____</p> <p><i>WISDOM</i></p> <table border="1"> <tr><td>10</td><td>_____</td><td>0</td></tr> <tr><td>9</td><td>_____</td><td>0</td></tr> <tr><td>8</td><td>_____</td><td>0</td></tr> <tr><td>7</td><td>_____</td><td>0</td></tr> <tr><td>6</td><td>_____</td><td>0</td></tr> <tr><td>5</td><td>_____</td><td>0</td></tr> <tr><td>4</td><td>_____</td><td>0</td></tr> <tr><td>3</td><td>_____</td><td>0</td></tr> <tr><td>2</td><td>_____</td><td>0</td></tr> <tr><td>1</td><td>_____</td><td>0</td></tr> </table> <p><i>SIZE:</i> _____ <i>SPEED:</i> _____ <i>DEFENSE:</i> _____ <i>ARMOR:</i> _____ <i>INITIATIVE MOD:</i> _____</p>	10	_____	0	9	_____	0	8	_____	0	7	_____	0	6	_____	0	5	_____	0	4	_____	0	3	_____	0	2	_____	0	1	_____	0
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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

THE AWAKENING GAMBIT

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
 000000000000
 □□□□□□□□□□□□

WILLPOWER
 0000000000
 □□□□□□□□□□

ESSENCE
 □□□□□□□□□□

THE AWAKENING GAMBIT

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

MAGICAL STYLE *DERANGEMENTS*

EXPANDED MERITS

<i>ALLIES</i>	<i>RESOURCES</i>
_____	_____
_____	_____
<i>CONTACTS</i>	<i>SLEEPWALKER RETAINER</i>
_____	_____
_____	_____
<i>LIBRARY</i>	<i>STATUS</i>
_____	_____
_____	_____
<i>MENTOR</i>	<i>TIRALL</i>
_____	_____
_____	_____
<i>OTHER (_____)</i>	<i>OTHER (_____)</i>
_____	_____
_____	_____

POSSESSIONS

<i>GEAR (CARRIED)</i>	<i>EQUIPMENT (OWNED)</i>
_____	_____
_____	_____
_____	_____
_____	_____
<i>ARTIFACTS</i>	<i>MISC</i>
_____	_____
_____	_____

SANCTUM

<i>LOCATION</i>	<i>DESCRIPTION</i>
_____	_____
_____	_____
_____	_____

