GUARDIANS OF THE VEIL

Shadow Name: | Virtue: | Path:
Player: | Vice: | Legacy:
Chronicle: | Concept: | Faction:

Attributes

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Skills

Mental
(-3 unskilled)

Rote Skill
- ☐ Academics _____ ○○○○○
- ☐ Computer _____ ○○○○○
- ☐ Crafts _____ ○○○○○
- ☐ Investigation _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☐ Occult _____ ○○○○○
- ☐ Politics _____ ○○○○○
- ☐ Science _____ ○○○○○

Physical
(-1 unskilled)

Rote Skill
- ☐ Athletics _____ ○○○○○
- ☐ Brawl _____ ○○○○○
- ☐ Drive _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Larceny _____ ○○○○○
- ☐ Stealth _____ ○○○○○
- ☐ Survival _____ ○○○○○
- ☐ Weaponry _____ ○○○○○

Social
(-1 unskilled)

Rote Skill
- ☐ Animal Ken _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☐ Expression _____ ○○○○○
- ☐ Intimidation _____ ○○○○○
- ☐ Persuasion _____ ○○○○○
- ☐ Socialize _____ ○○○○○
- ☐ Streetwise _____ ○○○○○
- ☐ Subterfuge _____ ○○○○○

Other Traits

Arcana
- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ○○○○○
- Spirit _____ ○○○○○
- Space _____ ○○○○○
- Time _____ ○○○○○

Merits
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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_____ ○○○○○

Flaws
_____
_____
_____

Protective Spells

Name	Points

Health
○○○○○○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Willpower
○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Gnosis
●○○○○○○○○○

Mana
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Points Per Turn: _____

Wisdom
10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Size: _____
Speed: _____
Defense: _____
Armor: _____
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

Guardians of the Veil

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
○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□

Willpower
○○○○○○○○○○
□□□□□□□□□□

Essence
□□□□□□□□□□

Attributes: New Dots x 5 • Skills: New Dots x 3 • Skill Speciality: 3 • Ruling Arcana: New Dots x 6 • Common Arcana: New Dots x 7
Inferior Arcana: New Dots x 8 • Rote: 2 per Dot • Merits: New Dots x 2 • Gnosis: New Dots x 8 • Wisdom: New Dots x 3 • Willpower: 8