

# THE ADAMANTINE ARROW

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

LEGACY:

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> 000000000000</p> <p><i>WILLPOWER</i> 0000000000 □□□□□□□□□□</p> <p><i>GNOSIS</i> 0000000000</p> <p><i>MANA</i> □□□□□□□□□□ □□□□□□□□□□ Points Per Turn: _____</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>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>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>PROTECTIVE SPELLS</i></p> <p>Name _____ Points _____                  _____                  _____                  _____</p>		<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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<i>ACTIVE SPELLS</i> Max = Gnosis+3	<i>NOTES</i>				
	Arcana	Level	Name	Dice Pool	Book/Page

*SPELLS CAST UPON SELF*  
 Spell Tolerance = Stamina;  
 -1 dice per extra spell.

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*NIMBUS*

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*PARADOX MARKS*  
 Bedlam: \_\_\_\_\_  
 Brand: \_\_\_\_\_

*DEDICATED MAGICAL TOOL*

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Arcana Based Tools

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*EXPERIENCE*

*ARCANE EXPERIENCE*

<i>ENCHANTED ITEMS</i>	<i>COMBAT</i>			
Type	Power	Dice Pool	Mana	

*FAMILIAR*

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_

Power: \_\_\_\_\_  
 Finesse: \_\_\_\_\_  
 Resistance: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 \_\_\_\_\_

Influence: \_\_\_\_\_  
 Ban: \_\_\_\_\_  
 Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_

**Numina**

*CORPUS/HEALTH*  
 000000000000  
 □□□□□□□□□□

*WILLPOWER*  
 000000000000  
 □□□□□□□□□□

*ESSENCE*  
 □□□□□□□□□□

# THE ADAMANTINE ARROW

## OTHER TRAITS

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

*MAGICAL STYLE* *DERANGEMENTS*

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\_\_\_\_\_

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## 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>THRALL</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>
_____	_____
_____	_____
_____	_____

