

MOROS

SHADOW NAME:

VIRTUE:

ORDER:

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></p> <p>00000000000000 □□□□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>000000000000 □□□□□□□□□□</p> <p><i>GNOSIS</i></p> <p>000000000000</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 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

MOROS

OTHER TRAITS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

MAGICAL STYLE

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

DERANGEMENTS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

SLEEPWALKER RETAINER

LIBRARY

STATUS

MENTOR

TIRALL

OTHER (_____)

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

ARTIFACTS

MISC

SANCTUM

LOCATION

DESCRIPTION

