



Shadow Name:
 Player:
 Chronicle:
 Era:

Virtue:
 Vice:
 Path:

Darshana:
 Great Cult:
 Legacy:
 Religion:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

- Rote Skill (-3 unskilled)*
- Academics _____ 00000
 - Crafts _____ 00000
 - Enigmas _____ 00000
 - Investigation _____ 00000
 - Medicine _____ 00000
 - Occult _____ 00000
 - Politics _____ 00000
 - Science _____ 00000

PHYSICAL

- Rote Skill (-1 unskilled)*
- Archery _____ 00000
 - Athletics _____ 00000
 - Brawl _____ 00000
 - Larceny _____ 00000
 - Ride _____ 00000
 - Stealth _____ 00000
 - Survival _____ 00000
 - Weaponry _____ 00000

SOCIAL

- Rote Skill (-1 unskilled)*
- Animal Ken _____ 00000
 - Empathy _____ 00000
 - Expression _____ 00000
 - Intimidation _____ 00000
 - Persuasion _____ 00000
 - Socialize _____ 00000
 - Streetwise _____ 00000
 - Subterfuge _____ 00000

OTHER TRAITS

ARCANA

- Death _____ 00000
- Fate _____ 00000
- Forces _____ 00000
- Life _____ 00000
- Matter _____ 00000
- Mind _____ 00000
- Prime _____ 00000
- Spirit _____ 00000
- Space _____ 00000
- Time _____ 00000

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

HEALTH

000000000000
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

GNOSIS

0000000000

VIS

□□□□□□□□□□
 □□□□□□□□□□

WISDOM

0000000000

CONDITIONS

ASPIRATIONS

OBSESSIONS

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • Merits 10 • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7
 Starting Gnosis = 1 • Starting Mana = Full as per Gnosis

ACTIVE SPELLS

Max = Gnosis

YANTRAS

MAGICAL TOOLS

Dedicated:

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PRAXES

INURED SPELLS

ROTES

Arcanum

Level

Spell

Creator

Rote Skill

Arcanum	Level	Spell	Creator	Rote Skill

ENCHANTED ITEMS

Type

Power

Dice Pool

Mana

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack

Dmg

Range

Clip

Init

Str

Size

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

NIMBUS

ARCANA ATTAINMENTS

LEGACY ATTAINMENTS

1st
2nd
3rd
4th
5th

OTHER TRAITS

_____00000
_____00000
_____00000
_____00000
_____00000

MAGICAL STYLE

_____00000
_____00000
_____00000
_____00000
_____00000

PERSISTENT CONDITIONS

_____00000
_____00000
_____00000
_____00000
_____00000

EXPANDED MERITS

ALLIES

CONTACTS

LIBRARY

MENTOR

OTHER (_____)

RESOURCES

SLEEPWALKER RETAINER

STATUS

THRALL

OTHER (_____)

SANCTUM

Rank: OO

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Influence: _____

Ban: _____

Bane: _____

Size: _____

Speed: _____

Defense: _____

Initiative: _____

FAMILIAR

Numina

CORPUS/HEALTH

000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□ □ □ □ □



HISTORY

GOALS/DESTINY

DESCRIPTION

Sympathetic Name: _____
 Age: _____
 Apparent Age: _____
 Date of Birth: _____
 Age of Awakening: _____
 Hair: _____
 Eyes: _____
 Race: _____
 Nationality: _____
 Height: _____
 Weight: _____
 Sex: _____

DEDICATION/OATH

CABAL

Cabal Name: _____
 Sigil: _____
 Protocols/Rites: _____

MEMBER	TITLE	PATH/ORDER
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

