

Shadow Name:
Player:
Chronicle:

Virtue:
Vice:
Path:

Darshana:
Great Cult:
Legacy:

ATTRIBUTES

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

SKILLS

MENTAL
(-3 unskilled)

- Rote Skill*
- Academics _____ 00000
 - Crafts _____ 00000
 - Enigmas _____ 00000
 - Investigation _____ 00000
 - Medicine _____ 00000
 - Occult _____ 00000
 - Politics _____ 00000
 - Science _____ 00000

PHYSICAL
(-1 unskilled)

- Rote Skill*
- Archery _____ 00000
 - Athletics _____ 00000
 - Brawl _____ 00000
 - Larceny _____ 00000
 - Ride _____ 00000
 - Stealth _____ 00000
 - Survival _____ 00000
 - Weaponry _____ 00000

SOCIAL
(-1 unskilled)

- Rote Skill*
- Animal Ken _____ 00000
 - Empathy _____ 00000
 - Expression _____ 00000
 - Intimidation _____ 00000
 - Persuasion _____ 00000
 - Socialize _____ 00000
 - Streetwise _____ 00000
 - Subterfuge _____ 00000

OTHER TRAITS

ARCHANI

- 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

- Size: _____
- Speed: _____
- Defense: _____
- Armor: _____
- Initiative Mod: _____
- Beats: □ □ □ □ □
- Experience: _____
- Arcane Beats: □ □ □ □ □
- Arcane Experiences: _____

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

GNOSIS

0000000000

PNEUMA

□□□□□□□□□□
□□□□□□□□□□

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

