

# THE FANGS OF MARA

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

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>000000000000                  □□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>0000000000                  □□□□□□□□</p> <p><i>GNOSIS</i></p> <p>0000000000</p> <p><i>MANA</i></p> <p>□□□□□□□□                  □□□□□□□□                  Points Per Turn: _____</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>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>FLAWS</i></p> <p>_____                  _____                  _____</p>		<p><i>PROTECTIVE SPELLS</i></p> <p>Name _____ Points _____                  _____                  _____                  _____                  _____</p> <p>SIZE: _____                  SPEED: _____                  DEFENSE: _____                  ARMOR: _____                  INITIATIVE MOD: _____</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					

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

