

SINGERS IN SILENCE

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

MENTAL

(-3 unskilled)

Rote Skill

<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

ARCANA

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

HEALTH

000000000000													
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PHYSICAL

(-1 unskilled)

Rote Skill

<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

MERITS

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

WILLPOWER

0000000000									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GNOSIS

0000000000

MANA

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points Per Turn: _____									

SOCIAL

(-1 unskilled)

Rote Skill

<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

FLAWS

WISDOM

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

PROTECTIVE SPELLS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____

SIZE:	_____
SPEED:	_____
DEFENSE:	_____
ARMOR:	_____
INITIATIVE MOD:	_____

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

SINGERS IN SILENCE

ACTIVE SPELLS

Max = Gnosis+3

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

NIMBUS

PARADOX MARKS
Bedlam:

Brand:

DEDICATED MAGICAL TOOL

Arcana Based Tools

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Arcana	Level	Name	Dice Pool	Book/Page
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ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>

COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip
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<hr/>	<hr/>	<hr/>	<hr/>	<hr/>

FAMILIAR

Type:

Description:

Power:

Finesse:

Resistance:

Skills:

Influence:

Ban:

Size:

 Speed:

Defense:

 Initiative:

Numina

CORPUS/HEALTH
000000000000
□□□□□□□□□□

WILLPOWER
0000000000
□□□□□□□□

ESSENCE
□□□□□□□□

Attributes: New Dots x 5 • Skills: New Dots x 3 • Skill Speciality: 3 • Ruling Arcana: New Dots x 6 • Common Arcana: New Dots x 7
Inferior Arcana: New Dots x 8 • Rote: 2 per Dot • Merits: New Dots x 2 • Gnosis: New Dots x 8 • Wisdom: New Dots x 3 • Willpower: 8