

FORGE MASTERS

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>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>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>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>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																
_____	_____																
_____	_____																
_____	_____																
_____	_____																
_____	_____																

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

FORGE MASTERS

ACTIVE SPELLS

Max = Gnosis+3

ROTES

Arcana	Level	Name	Dice Pool	Book/Page

SPELLS CAST UPON SELF

Spell Tolerance = Stamina;
-1 dice per extra spell.

NIMBUS

Type	Power	Dice Pool	Mana

PARADOX MARKS

Bedlam: _____

Brand: _____

COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip

DEDICATED MAGICAL TOOL

FAMILIAR

Type: _____

Description: _____

Numina

Arcana Based Tools

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

CORPUS/HEALTH

OOOOOOOOOOOOOO

□□□□□□□□□□□□

WILLPOWER

OOOOOOOOOOOO

□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□

EXPERIENCE

ARCANE EXPERIENCE

FORGE MASTERS

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

