

SELESTI — THE ACCURSED

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

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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 |

WILLPOWER

0000000000

□□□□□□□□□□

GNOSIS

0000000000

MANA

□□□□□□□□□□

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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

STEELBORN — THE ACCURSED

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

