

SINGERS IN SILENCE

SILADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

CABAL:

ATTRIBUTES

<i>POWER</i>	Intelligence	00000	Strength	00000	Presence	00000
<i>FINESSE</i>	Wits	00000	Dexterity	00000	Manipulation	00000
<i>RESISTANCE</i>	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

OTHER TRAITS

MENTAL (-3 unskilled) <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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"/> <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) <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	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"/> <input type="checkbox"/> Points Per Turn: _____
SOCIAL (-1 unskilled) <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, Thyrus: +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

Type

ENCHANTED ITEMS

Power

Dice Pool

Mana

PARADOX MARKS

Bedlam: _____

Brand: _____

COMBAT

Weapon/Attack

Dice Mod.

Size

Range

Clip

DEDICATED MAGICAL TOOL

Arcana Based Tools

EXPERIENCE

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ARCANE EXPERIENCE

--

Type: _____

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Influence: _____

Ban: _____

Size: _____

Speed: _____

Defense: _____

Initiative: _____

FAMILIAR

Numina

CORPUS/HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

000000000000
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□

SINGERS IN SILENCE

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

