

# THE PYGMALIAN SOCIETY

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><br/>(-3 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Academics _____ 00000<br><input type="checkbox"/> Computer _____ 00000<br><input type="checkbox"/> Crafts _____ 00000<br><input type="checkbox"/> Investigation _____ 00000<br><input type="checkbox"/> Medicine _____ 00000<br><input type="checkbox"/> Occult _____ 00000<br><input type="checkbox"/> Politics _____ 00000<br><input type="checkbox"/> Science _____ 00000              |        | <p><i>ARCANA</i></p> <p>Death _____ 00000<br/>                 Fate _____ 00000<br/>                 Forces _____ 00000<br/>                 Life _____ 00000<br/>                 Matter _____ 00000<br/>                 Mind _____ 00000<br/>                 Prime _____ 00000<br/>                 Spirit _____ 00000<br/>                 Space _____ 00000<br/>                 Time _____ 00000</p> |  | <p><i>HEALTH</i></p> <p>000000000000<br/>                 □□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>0000000000<br/>                 □□□□□□□□</p> <p><i>GNOSIS</i></p> <p>0000000000</p> <p><i>MANA</i></p> <p>□□□□□□□□□□<br/>                 □□□□□□□□□□<br/>                 Points Per Turn: _____</p> <p><i>WISDOM</i></p> <p>10 _____ 0<br/>                 9 _____ 0<br/>                 8 _____ 0<br/>                 7 _____ 0<br/>                 6 _____ 0<br/>                 5 _____ 0<br/>                 4 _____ 0<br/>                 3 _____ 0<br/>                 2 _____ 0<br/>                 1 _____ 0</p> |  |      |        |       |       |       |       |       |       |       |       |       |       |
|--|--------|---|--|--|--|------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| <p><i>PHYSICAL</i><br/>(-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Athletics _____ 00000<br><input type="checkbox"/> Brawl _____ 00000<br><input type="checkbox"/> Drive _____ 00000<br><input type="checkbox"/> Firearms _____ 00000<br><input type="checkbox"/> Larceny _____ 00000<br><input type="checkbox"/> Stealth _____ 00000<br><input type="checkbox"/> Survival _____ 00000<br><input type="checkbox"/> Weaponry _____ 00000                    |        | <p><i>MERITS</i></p> <p>_____ 00000<br/>                 _____ 00000<br/>                 _____ 00000<br/>                 _____ 00000<br/>                 _____ 00000<br/>                 _____ 00000<br/>                 _____ 00000<br/>                 _____ 00000</p> <p><i>FLAWS</i></p> <p>_____<br/>                 _____<br/>                 _____</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> <p>SIZE: _____<br/>                 SPEED: _____<br/>                 DEFENSE: _____<br/>                 ARMOR: _____<br/>                 INITIATIVE MOD: _____</p>   |  | Name | Points | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| Name   | Points |   |  |  |  |      |        |       |       |       |       |       |       |       |       |       |       |
| _____  | _____  |   |  |  |  |      |        |       |       |       |       |       |       |       |       |       |       |
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| _____  | _____  |   |  |  |  |      |        |       |       |       |       |       |       |       |       |       |       |
| <p><i>SOCIAL</i><br/>(-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Animal Ken _____ 00000<br><input type="checkbox"/> Empathy _____ 00000<br><input type="checkbox"/> Expression _____ 00000<br><input type="checkbox"/> Intimidation _____ 00000<br><input type="checkbox"/> Persuasion _____ 00000<br><input type="checkbox"/> Socialize _____ 00000<br><input type="checkbox"/> Streetwise _____ 00000<br><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

# THE PYGMALIAN SOCIETY

*ACTIVE SPELLS*

Max = Gnosis+3

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*ROTES*

| Arcana | Level | Name | Dice Pool | Book/Page |
|--------|-------|------|-----------|-----------|
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*SPELLS CAST UPON SELF*

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

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*NIMBUS*

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*ENCHANTED ITEMS*

| Type | Power | Dice Pool | Mana |
|------|-------|-----------|------|
|      |       |           |      |
|      |       |           |      |
|      |       |           |      |
|      |       |           |      |

*PARADOX MARKS*

Bedlam: \_\_\_\_\_

Brand: \_\_\_\_\_

*COMBAT*

| Weapon/Attack | Dice Mod. | Size | Range | Clip |
|---------------|-----------|------|-------|------|
|               |           |      |       |      |
|               |           |      |       |      |
|               |           |      |       |      |
|               |           |      |       |      |

*DEDICATED MAGICAL TOOL*

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**Arcana Based Tools**

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*EXPERIENCE*

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*ARCANE EXPERIENCE*

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*FAMILIAR*

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 Power: \_\_\_\_\_  
 Finesse: \_\_\_\_\_  
 Resistance: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 \_\_\_\_\_  
 Influence: \_\_\_\_\_  
 Ban: \_\_\_\_\_  
 Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_

**Numina**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*CORPUS/HEALTH*  
 00000000000000  
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*WILLPOWER*  
 000000000000  
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*ESSENCE*  
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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

# THE PYGMALIAN SOCIETY

## OTHER TRAITS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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\_\_\_\_\_ 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*

*THRALL*

*OTHER ( \_\_\_\_\_ )*

*OTHER ( \_\_\_\_\_ )*

## POSSESSIONS

*GEAR (CARRIED)*

*EQUIPMENT (OWNED)*

*ARTIFACTS*

*MISC*

## SANCTUM

*LOCATION*

*DESCRIPTION*

