

GUARDIANS OF THE VEIL

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

LEGACY:

CHRONICLE:

CONCEPT:

FACTION:

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)

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

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

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

ARCANA

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

MERITS

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

FLAWS

_____	_____
_____	_____
_____	_____

PROTECTIVE SPELLS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____

HEALTH

000000000000

WILLPOWER

0000000000

GNOSIS

0000000000

MANA

Points Per Turn: _____

WISDOM

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

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

GUARDIANS OF THE VEIL

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

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip

FAMILIAR

Type: _____

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Influence: _____

Ban: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

Numina

CORPUS/HEALTH

OOOOOOOOOOOOOO

□□□□□□□□□□□□

WILLPOWER

OOOOOOOOOOOO

□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□

GUARDIANS OF THE VEIL

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

