



Mary Sue: The Sparkling

NAME:

HOUSE:

PLAYER:

YEAR:

BLOODLINE:

TITLE:

ATTRIBUTES

POWER	Intelligence	●0000	Strength	●0000	Presence	●0000
SPIRIT	Wits	●0000	Dexterity	●0000	Manipulation	●0000
RESISTANCE	Resolve	●0000	Stamina	●0000	Composure	●0000

SKILLS

OTHER TRAITS

MENTAL

(-3 unskilled)

Rote Skill

- Academics _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Muggles _____ 00000
- Suecraft _____ 00000
- Politics _____ 00000
- Technology _____ 00000

PHYSICAL

(-1 unskilled)

Skill

- Athletics _____ 00000
- Brawl _____ 00000
- Ride _____ 00000
- Dueling _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Rote Skill

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

ARCANA

- Charms _____ 00000
- Transfiguration _____ 00000
- Hexes _____ 00000
- Alchemy _____ 00000
- Healing _____ 00000

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

SLAW

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

PERMANENT CHARMS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HEALTH

000000000000
 □□□□□□□□□□
 -3 -2 -1

WILLPOWER

0000000000
 □□□□□□□□□□

ACUMEN

0000000000

MARA

□□□□□□□□□□
 □□□□□□□□□□
 Points Per Turn: _____

HUMANITY

- 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: d10+ _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Arcana - 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd • +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 Humanity - 7 • Starting Acumen - 1

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ACTIVE SPELLS

Max=Acumen+3

SPELLS CAST UPON SELF

Spell tolerance = Stamina;
-1 die on magic rolls per extra spell

AURA

WARD

Wood: _____

Core: _____

CURSE MARKS

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Arcana	Level	Name	Dice Pool	Effect

ENCHANTED ITEMS

Type	Powers	Dice Pool	Mana

COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip

FAMILIAR

Type: _____ Numina
Description: _____
Power: _____
Finesse: _____

Resistance: _____
Skills: _____

CORPUS/HEALTH
000000000000
□□□□□□□□□□

WILLPOWER
0000000000
□□□□□□□□

ESSENCE
□□□□□□□□

Influence: _____
Ban: _____
Size: _____ Speed: _____
Defense: _____ Initiative: _____

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 • Acumen New Dots x 8 • Humanity: New Dots x 3 • Willpower: 8