



**CHARITY**



Charity reaches out to others, giving often without repayment. Nevertheless, they protect and fight, perhaps too much, for those about whom they care. The Charitable understand sacrifice to a greater degree than most and, because of that, they often commit themselves to a cause without reservation. They will see their cause succeed, even if it means they have to die to do so.

**AVARICE**



Greed is common and exists everywhere. These Fallen are among the forefront of that greed. They are shunned by other Fallen for their developed interaction with mortals and their accumulation of power in the world of clay. However, they understand that money is transient. They acquire objects precious to others, for those are the only things which are actually 'worth' something.

**FAITH**



War leaders and Kings. Warriors and leaders: when they speak, others follow. They are often interested in power within the Court. They claim to be the original virtue.

**PRIDE**



Belief in themselves is their only concern. Everything else comes second. They strive for power but find their best efforts stopped by the Envious. Because of their obsession with being the best, there is a very dangerous rage which lurks beneath their beautiful faces.

**FORTITUDE**



The warriors of the Virtuous. Those on the path of Fortitude know little beyond war. They are usually the exceptional fighters; however, many struggle to avoid giving into the anger within.

**WRATH**



Anger is the most primal of emotions and the wrathful are full of fury. They comprise the strongest warriors of the sinful. They are murderers of the worst sort. Pray that you don't gain their ire because, when one is done with you, you'll be begging for death.

**HOPE**



A vestige of decency. Hope relies on the expectation that desires and beliefs will be fulfilled with hard work and responsibility. They serve as healers, guardians and advisors. Hope's numbers have dwindled; it is the smallest of the Virtues. Once standing as protectors, they seem to need protection now.

**ENVY**



The envious are master manipulators and assassins. They covet the strengths of others that they themselves do not possess. And if they cannot possess them, they would see those strengths destroyed.

**JUSTICE**



If Fortitude represents warriors of the body, then Justice Fallen are warriors of the spirit. They wage a war to save the human soul. A war in which they fight apathy on a daily basis.

**SLOTH**



Defending themselves against the stigma of simple physical laziness, the slothful promote apathy: spiritual sloth. They themselves are passionate about promoting apathy in the ranks of mortals.

**PRUDENCE**



Wisdom, thoughtfulness and discretion make these Fallen excel in advisor roles. However, due to their antithesis, they must also suffer certain profane stigmas.

**LUST**



They claim to be the oldest sin; the lustful have sex on the mind and, in particular, how to use desire to manipulate others. They play with the hearts and minds of those around them and, for this, they are wisely feared.

**TEMPERANCE**



They strive to avoid temptation and indulgence. Their body, mind and soul are temples which must be honored and perfected. Temperance sees many great warriors, scholars and spiritual leaders among their ranks because of their restraint and self mastery. Their ability to find nearly any prey makes them dangerous hunters.

**GLUTTONY**



Indulgence is chief amongst their ideals. The gluttonous seek all pleasures of the body, whether food, drugs or sex. Freedom to experience what they want is a belief for which they will fight. Do not think that they are weak for their addictions; quite the contrary, they gain tremendous strength from their obsessions.

