The Austere

Shadow Name: | Virtue: | Path:
Player: | Vice: | Order:
Chronicle: | Concept: | Cabal:

Attributes

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Skills

Mental
(-3 unskilled)

Rote Skill
- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Physical
(-1 unskilled)

Rote Skill
- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

Social
(-1 unskilled)

Rote Skill
- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☐ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☐ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☐ Subterfuge ○○○○○

Other Traits

Arcana
- Death ○○○○○
- Fate ○○○○○
- Forces ○○○○○
- Life ○○○○○
- Matter ○○○○○
- Mind ○○○○○
- Prime ○○○○○
- Spirit ○○○○○
- Space ○○○○○
- Time ○○○○○

Merits
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

Flaws
_____
_____
_____

Protective Spells

Name	Points

Health
○○○○○○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Willpower
○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Gnosis
●○○○○○○○○○

Mana
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Points Per Turn: _____

Wisdom
10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

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

The Austere

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
○○○○○○○○○○○○○
□□□□□□□□□□□□□

Willpower
○○○○○○○○○○
□□□□□□□□□□

Essence
□□□□□□□□□

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