

# The Austere

SHADOW NAME:  
 PLAYER:  
 CHRONICLE:

VIRTUE:  
 VICE:  
 CONCEPT:

PATH:  
 ORDER:  
 CABAL:

### 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

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

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

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## ARCANE EXPERIENCE

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## 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

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□□□□□□□□□□□□

WILLPOWER

000000000000

□□□□□□□□□□□□

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

# The Austere

## OTHER TRAITS

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\_\_\_\_\_ 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*

*THRALL*

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

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

## POSSESSIONS

*GEAR (CARRIED)*

*EQUIPMENT (OWNED)*

*ARTIFACTS*

*MISC*

## SANCTUM

*LOCATION*

*DESCRIPTION*

