

# THE CULT OF THE DOOMSDAY CLOCK

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

CABAL:

## ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

<p><i>MENTAL</i> (-3 unskilled)</p> <p>Rote Skill</p> <p><input type="checkbox"/> Academics _____ 00000</p> <p><input type="checkbox"/> Computer _____ 00000</p> <p><input type="checkbox"/> Crafts _____ 00000</p> <p><input type="checkbox"/> Investigation _____ 00000</p> <p><input type="checkbox"/> Medicine _____ 00000</p> <p><input type="checkbox"/> Occult _____ 00000</p> <p><input type="checkbox"/> Politics _____ 00000</p> <p><input type="checkbox"/> Science _____ 00000</p>	<p><i>ARCANA</i></p> <p>Death _____ 00000</p> <p>Fate _____ 00000</p> <p>Forces _____ 00000</p> <p>Life _____ 00000</p> <p>Matter _____ 00000</p> <p>Mind _____ 00000</p> <p>Prime _____ 00000</p> <p>Spirit _____ 00000</p> <p>Space _____ 00000</p> <p>Time _____ 00000</p>	<p><i>HEALTH</i></p> <p>00000000000000</p> <p>□□□□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>000000000000</p> <p>□□□□□□□□□□</p> <p><i>GNOSIS</i></p> <p>000000000000</p>													
<p><i>PHYSICAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <p><input type="checkbox"/> Athletics _____ 00000</p> <p><input type="checkbox"/> Brawl _____ 00000</p> <p><input type="checkbox"/> Drive _____ 00000</p> <p><input type="checkbox"/> Firearms _____ 00000</p> <p><input type="checkbox"/> Larceny _____ 00000</p> <p><input type="checkbox"/> Stealth _____ 00000</p> <p><input type="checkbox"/> Survival _____ 00000</p> <p><input type="checkbox"/> Weaponry _____ 00000</p>	<p><i>MERITS</i></p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p> <p>_____ 00000</p>	<p><i>MANA</i></p> <p>□□□□□□□□□□</p> <p>□□□□□□□□□□</p> <p>Points Per Turn: _____</p>													
<p><i>SOCIAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <p><input type="checkbox"/> Animal Ken _____ 00000</p> <p><input type="checkbox"/> Empathy _____ 00000</p> <p><input type="checkbox"/> Expression _____ 00000</p> <p><input type="checkbox"/> Intimidation _____ 00000</p> <p><input type="checkbox"/> Persuasion _____ 00000</p> <p><input type="checkbox"/> Socialize _____ 00000</p> <p><input type="checkbox"/> Streetwise _____ 00000</p> <p><input type="checkbox"/> Subterfuge _____ 00000</p>	<p><i>FLAWS</i></p> <p>_____</p> <p>_____</p> <p>_____</p>	<p><i>WISDOM</i></p> <p>10 _____ 0</p> <p>9 _____ 0</p> <p>8 _____ 0</p> <p>7 _____ 0</p> <p>6 _____ 0</p> <p>5 _____ 0</p> <p>4 _____ 0</p> <p>3 _____ 0</p> <p>2 _____ 0</p> <p>1 _____ 0</p>													
<p><i>PROTECTIVE SPELLS</i></p> <table border="1"> <thead> <tr> <th>Name</th> <th>Points</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> </tbody> </table>			Name	Points	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	<p>SIZE: _____</p> <p>SPEED: _____</p> <p>DEFENSE: _____</p> <p>ARMOR: _____</p> <p>INITIATIVE MOD: _____</p>
Name	Points														
_____	_____														
_____	_____														
_____	_____														
_____	_____														
_____	_____														

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



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## 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*

