

VOTARIES OF THE ORDAINED

SHADOW NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

PATH:
ORDER:
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

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute – Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrisos: +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

VOTARIES OF THE ORDAINED

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

Arcana	Level	Name	Dice Pool	Book/Page

ENCHANTED ITEMS

Type Power Dice Pool Mana

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack Dice Mod. Size Range Clip

Weapon/Attack	Dice Mod.	Size	Range	Clip

FAMILIAR

Type: _____

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Influence: _____

Ban: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

Numina

CORPUS/HEALTH
 000000000000
 □□□□□□□□□□

WILLPOWER
 0000000000
 □□□□□□□□□□

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

VOTARIES OF THE ORDAINED

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

MAGICAL STYLE *DERANGEMENTS*

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

SLEEPWALKER RETAINER

LIBRARY

STATUS

MENTOR

THRALL

OTHER (_____)

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

ARTIFACTS

MISC

SANCTUM

LOCATION

DESCRIPTION

