

# WRAITHS OF EPOCHS

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

*MENTAL*  
(-3 unskilled)

Rote Skill

<input type="checkbox"/>	Academics	00000
<input type="checkbox"/>	Computer	00000
<input type="checkbox"/>	Crafts	00000
<input type="checkbox"/>	Investigation	00000
<input type="checkbox"/>	Medicine	00000
<input type="checkbox"/>	Occult	00000
<input type="checkbox"/>	Politics	00000
<input type="checkbox"/>	Science	00000

*ARCANA*

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	00000
Prime	00000
Spirit	00000
Space	00000
Time	00000

*HEALTH*

00000000000000

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*PHYSICAL*  
(-1 unskilled)

Rote Skill

<input type="checkbox"/>	Athletics	00000
<input type="checkbox"/>	Brawl	00000
<input type="checkbox"/>	Drive	00000
<input type="checkbox"/>	Firearms	00000
<input type="checkbox"/>	Larceny	00000
<input type="checkbox"/>	Stealth	00000
<input type="checkbox"/>	Survival	00000
<input type="checkbox"/>	Weaponry	00000

*MERITS*

00000
00000
00000
00000
00000
00000
00000
00000
00000
00000

*WILLPOWER*

0000000000

□□□□□□□□□□

*GNOSIS*

0000000000

*MANA*

□□□□□□□□□□

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Points Per Turn: \_\_\_\_\_

*SOCIAL*  
(-1 unskilled)

Rote Skill

<input type="checkbox"/>	Animal Ken	00000
<input type="checkbox"/>	Empathy	00000
<input type="checkbox"/>	Expression	00000
<input type="checkbox"/>	Intimidation	00000
<input type="checkbox"/>	Persuasion	00000
<input type="checkbox"/>	Socialize	00000
<input type="checkbox"/>	Streetwise	00000
<input type="checkbox"/>	Subterfuge	00000

*FLAWS*

_____
_____
_____

*WISDOM*

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

*PROTECTIVE SPELLS*

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____

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

# WRAITHS OF EPOCHS

## 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*

00000000000000  
□□□□□□□□□□□□

*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

# WRAITHS OF EPOCHS

## 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*

*THRALL*

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

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

## POSSESSIONS

*GEAR (CARRIED)*

*EQUIPMENT (OWNED)*

*ARTIFACTS*

*MISC*

## SANCTUM

*LOCATION*

*DESCRIPTION*

