NAME: Skill Rote
PLAYER: Rote
CHRONICLE: Rote

VIRTUE: NAME:
VICE: Rote
CONCEPT: Rote

PATH: ORDER:
LEGACY:

RESISTANCE
CHRONICLE:
LAYER:
NAME:

POWER
Intelligence 0000
Strength 0000
Presence 0000

FINESSE
Wits 0000
Dexterity 0000
Manipulation 0000

RESISTANCE
Resolve 0000
Stamina 0000
Composure 0000

POWERINES
KILLS
STO
RATS

PHYSICAL
Death 0000
Fate 0000
Forces 0000

Mental
Academics 0000
Computer 0000
Crafts 0000

Gnosis
0000

Other Traits

RESISTANCE

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

Skills

Expression
Empathy

Initiative Mod = Dexterity + Composure

Empathy

Animal Ken

Arcana
Death
Fate
Forces

MANA

WISDOM

Points Per Turn:

SPEED:
DEFENSE:
ARMOR:
INITIATIVE MOD:
**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**

**Experience**

**Arcane Experience**

**Rotes**
<table>
<thead>
<tr>
<th>Arcana</th>
<th>Level</th>
<th>Name</th>
<th>Dice Pool</th>
<th>Page #</th>
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</thead>
</table>

**Enchanted Items**
<table>
<thead>
<tr>
<th>Type</th>
<th>Power</th>
<th>Dice Pool</th>
<th>Mana</th>
</tr>
</thead>
</table>

**Combat**
<table>
<thead>
<tr>
<th>Weapon/Attack</th>
<th>Dice Mod.</th>
<th>Size</th>
<th>Range</th>
<th>Clip</th>
</tr>
</thead>
</table>

**Familiar**
<table>
<thead>
<tr>
<th>Type</th>
<th>Numina</th>
</tr>
</thead>
</table>

**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 • Metric New Dots x 2 • Gnosis: New Dots x 8 • Wisdom: New Dots x 3 • Willpower: 8