

THE SODALITY OF THE TOR

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

MENTAL (-3 unskilled)		ARCANA		HEALTH	
<input type="checkbox"/> Rote Skill	_____ 00000	Death	_____ 00000	000000000000	
<input type="checkbox"/> Academics	_____ 00000	Fate	_____ 00000	<input type="checkbox"/>	
<input type="checkbox"/> Computer	_____ 00000	Forces	_____ 00000		
<input type="checkbox"/> Crafts	_____ 00000	Life	_____ 00000		WILLPOWER
<input type="checkbox"/> Investigation	_____ 00000	Matter	_____ 00000		0000000000
<input type="checkbox"/> Medicine	_____ 00000	Mind	_____ 00000		<input type="checkbox"/>
<input type="checkbox"/> Occult	_____ 00000	Prime	_____ 00000		
<input type="checkbox"/> Politics	_____ 00000	Spirit	_____ 00000		
<input type="checkbox"/> Science	_____ 00000	Space	_____ 00000		
		Time	_____ 00000		GNOSIS
					0000000000
PHYSICAL (-1 unskilled)		MERITS			MANA
<input type="checkbox"/> Rote Skill	_____ 00000	_____ 00000			<input type="checkbox"/>
<input type="checkbox"/> Athletics	_____ 00000	_____ 00000			<input type="checkbox"/>
<input type="checkbox"/> Brawl	_____ 00000	_____ 00000			Points Per Turn: _____
<input type="checkbox"/> Drive	_____ 00000	_____ 00000			
<input type="checkbox"/> Firearms	_____ 00000	_____ 00000			WISDOM
<input type="checkbox"/> Larceny	_____ 00000	_____ 00000			10 _____ 0
<input type="checkbox"/> Stealth	_____ 00000	_____ 00000			9 _____ 0
<input type="checkbox"/> Survival	_____ 00000	_____ 00000			8 _____ 0
<input type="checkbox"/> Weaponry	_____ 00000	_____ 00000			7 _____ 0
					6 _____ 0
					5 _____ 0
					4 _____ 0
					3 _____ 0
					2 _____ 0
					1 _____ 0
SOCIAL (-1 unskilled)		FLAWS			
<input type="checkbox"/> Rote Skill	_____ 00000	_____			
<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	_____			
		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

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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
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ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
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COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip
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FAMILIAR

Type:

Description:

Power:

Finesse:

Resistance:

Skills:

Influence:

Ban:

Size:

 Speed:

Defense:

 Initiative:

Numina

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

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

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OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
<i>MAGICAL STYLE</i>		<i>DERANGEMENTS</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____

EXPANDED MERITS

<i>ALLIES</i>	<i>RESOURCES</i>
_____	_____
_____	_____
<i>CONTACTS</i>	<i>SLEEPWALKER RETAINER</i>
_____	_____
_____	_____
<i>LIBRARY</i>	<i>STATUS</i>
_____	_____
_____	_____
<i>MENTOR</i>	<i>TIRALL</i>
_____	_____
_____	_____
<i>OTHER (_____)</i>	<i>OTHER (_____)</i>
_____	_____
_____	_____

POSSESSIONS

<i>GEAR (CARRIED)</i>	<i>EQUIPMENT (OWNED)</i>
_____	_____
_____	_____
_____	_____
<i>ARTIFACTS</i>	<i>MISC</i>
_____	_____
_____	_____

SANCTUM DESCRIPTION

<i>LOCATION</i>	
_____	_____
_____	_____
_____	_____

