

Basic character details

Name: *Joe "Zeke" Smith* Concept: *Doomsday Prepper* Path: *Thysus*
Player: *Joe* Virtue: *Fortitude* Order: *Apostae*
Chronicle: *Chicago* Vice: *Wrath* Age: *28 (1991)*

Attributes

<i>Power</i>	Intelligence	12345	Strength	12345	Presence	12345
<i>Finesse</i>	Wits	12345	Dexterity	12345	Manipulation	12345
<i>Resistance</i>	Resolve	12345	Stamina	12345	Composure	12345

Skills

Mental -3 unskilled

Academics	12345
Computer	12345
Crafts	12345
Investigation	12345
Medicine	12345
Occult	12345
Politics	12345
Science	12345

Physical -1 unskilled

Athletics	12345
Brawl	12345
Drive (<i>Trucks</i>)	12345
Firearms (<i>Rifles, Free dot</i>)	12345
Larceny	12345
Stealth	12345
Survival	12345
Weaponry	12345

Social -1 unskilled

Animal Ken (<i>Dogs</i>)	12345
Empathy (<i>Free Dot</i>)	12345
Expression	12345
Intimidation	12345
Persuasion	12345
Socialize	12345
Streetwise	12345
Subterfuge	12345

Other Traits

Merits

Resources	12345
Fighting (<i>Kung Fu</i>)	12345
Quick Healer	12345
Anomalous	12345

Flaws

Behavior Blind

Size: 5

Speed: 9

Initiative Mod: 6

Defence: 2

Armor: 1 *Bash (Kung Fu)*

XP: 20

Arcana XP: 0

Arcana

Death 1234

Fate 1234

Forces 1234

Life 12345

Matter 1234

Mind 12

Prime 1234

Space 1234

Spirit 12345

Time 1234

Health

987654321

Willpower

7654321

Mana

7654321

Gnosis

1

Wisdom

7

October 13, 2019

All page references are as PDF page numbers

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favoured Resistance Attribute - Acanthus Moros, Thysus: +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

Josh = Ed

Ashley = Elvira

Jeff = Will

Matt = Who's that again? (Nadia)

David = "Andrew"

Jake = "Alan"

Active Spells

Max = Gnosis +3 (4)

Spells Cast Upon Self

Spell tolerance = Stamina (4); -1 dice per extra spell

Paradox Marks

Bedlam: _____

Brand: _____

Combining Spells

Combining spells requires Gnosis.

2 spells=③G, 3=⑥G, 4=⑨G

-2 dice per additional spell

Mana (pg. 79)

Restoring Mana: Perform ritual/ceremony at a Hallow,

-① Attribute incl. Health (restored after 24 hours) = ③Mana.

Spending Mana: Sympathetic Spells costs ①M (pg. 116), Pattern Restoration (③M=① bashing or lethal wound), mitigating Paradoxes

Penalties for Sympathetic Spells

Sensory

You can see, hear or otherwise sense your target directly. This is the default factor, a sensory spell. (When trying to locate a target with hearing or smell, use the rules on pp. 166-167 of the World of Darkness Rulebook.)

Intimate -2

You have a piece of the target's physical substance, such as hair, nail clippings or blood from a creature, a leaf or flower from a plant, or a sliver of material from an object. Or you know the target very well, such as a longtime friend or close family member, a beloved pet or a prized possession.

Known -4

You know the target, which might be a friend, co-worker or personal possession. You have a photo or other accurate representation of the target, or you can see the target on live video or hear the target over live audio

Aquainted -6

You're acquainted with the target. It might be a casual acquaintance, a co-worker you hardly know, or an item you held or used once.

Encountered -8

You have encountered the target briefly, such as a person you passed on the street or an item you touched once.

Described -10

You have never encountered the target, but can describe it. You might know a person's name or physical description, or what an object or place looks like.

Unknown

If you know nothing about the target, you cannot cast a sympathetic spell on it. Knowing that there is a rival mage in town is not enough to affect the mysterious figure from afar. You must at least know his name, description or location.

John Welborne Root

Daniel Bernham

Joe's Spells

As long as the requirement is met can be cast instantly (113). Spells start on page 135

Dots	Arcana	Name	Description	Dice Pool	Duration	Y	M	Pg.
①	Forces	Influence Heat	<i>Guide direction and flow of heat</i>	INT+Occult+Forces	Scene		1	164
①	Forces	Influence Light	<i>Guide direction and flow of light</i>	INT+Occult+Forces	Scene		1	165
①	Forces	Influence Sound	<i>Guide direction and flow of sound</i>	INT+Occult+Forces	Scene		1	165
①	Forces	Nightsight	<i>See in the dark like a nocturnal predator, can percieve IR, UV, EMF, Sonic & kinetic energy</i>	Wits+Composure+Forces	Scene		1	165
①	Forces	Read Matrices	<i>Detect various forms of energy refer to book for this one</i>	Wits+Occult+Forces	Scene		1	165
①	Forces	Receiver	<i>Hear super- or sub-sonic sounds, does not improve hearing</i>	Wits+Occult+Forces	Scene		1	166
①	Forces	Tune In	<i>Listen in on free-floating transmissions, translate it into intelligible info, Wits+Science to discern signal</i>	INT+Science+Forces	Scene		1	166
①	Life	Analyze Life	<i>Discern species, age & sex of nearby plant, animal, or human</i>	Depends	Concentration			182
①	Life	Cleanse the Body	<i>Cleanse yourself of drugs, toxins, or poisons</i>	Stamina+Medicine+Life	Lasting			182
①	Life	Healer's Trance	<i>Discern state of health and identify illness of living being</i>	INT+Medicine+Life	Concentration			183
①	Life	Pulse of the Living World	<i>Detect presence of mystic vital animation</i>	Wits+Medicine+Life	Scene			183
①	Life	Sense Life	<i>Know how close a specific type of life is</i>	Wits+Animal Ken+Life	Scene			183
①②	Life	Body Control	<i>Perfect control of bodily functions (read book)</i>	Wits+Athletics+Life	Scene			184
①②	Life	Control Basic Life	<i>Control the instincts of base life forms (read book)</i>	Manipulation+Animal Ken+Life	Scene			184
①②	Life	Heal Flora and Fauna	<i>Heal the wounds of animals and plants</i>	INT+Medicine+Life	Lasting			185
①②	Life	Organic Resilience	<i>General protection from all sorts of physical harm, +① per dot in Matter to armor, spend ①M for it to last a day</i>	INT+Medicine+Life	Scene			185
①②	Life	Purify Bodies	<i>Cleanse others of drugs, toxins, or poisons</i>	INT+Medicine+Life	Lasting			185
①②	Life	Self Healing	<i>Heal yourself of injuries and wounds, each success = +①HP</i>	DEX+Medicine+Life	Lasting		1	185
①②	Life	Self Purging	<i>Cure sickness or disease in yourself</i>	Stamina + Medicine + Life	Lasting			185
①②	Life	Transfer Base Features	<i>Give one base life form features from another life form</i>	INT+Animal Ken+Life	Scene	Y		186
①②	Life	Transform Base Life	<i>Transform one base form of life into another (read book)</i>	INT+Survival+Life	Scene	Y		186
①②	Life	Visions of the Living World	<i>Give another mage or supernatural being "Pulse of the Living World"</i>	INT+Survival+Life	Scene			187
①②	Life	Banish Plague	<i>Cure sickness or disease in others</i>	Wits+Medicine+Life	Lasting			187
①	Spirit	Coaxing the Spirits	<i>Whisper to an object to use it better</i>	Manipulation+Socialize+Spirit	Scene			247
①	Spirit	Exorcist's Eye	<i>Detect posessing entity within terrestrial being</i>	Wits+Occult+Spirit	Concentration			247
①	Spirit	Second Sight	<i>Determine strenght of local gauntlet (pg. 284), +1 dice to Numinal and wereolf gifts and rituals as well as loci</i>	INT+Occult+Spirit	Scene			248
①	Spirit	Spirit Tongue	<i>See, hear, and speak with spirits</i>	Presence+Socialize+Spirit	Scene			248
①②	Spirit	Ephemeral Shield	<i>General protection from all sorts of physical harm, +① per dot in Matter to armor, spend ①M for it to last a day</i>	Stamina+Occult+Spirit	Scene			248
①②	Spirit	Gossamer Touch	<i>Physically interact with spirits and spiritual things in the Twilight state</i>	DEX+Athletics+Spirit	Scene	Y		249
①②	Spirit	Grant the Second Sight	<i>Give someone else "Second Sight"</i>	Manipulation+Persuasion+Spirit	Scene			249
①②	Spirit	Lesser Spirit Summons	<i>Call out to a specific spirit or send out a general call to the nearest one</i>	Presence+Persuasion+Spirit	Scene			249
①②	Spirit	Peer Across the Gauntlet	<i>Peer across the gauntlet into the shadow realm or vice versa</i>	Wits+Occult+Spirit	Scene			249
①②	Spirit	Place of Power	<i>Fortify or weaken the gauntlet at a hallow</i>	Resolve+Survival+Spirit	Scene	Y		249
①②	Spirit	Soul Jar	<i>Make a sealeable container able to store a soul</i>	Presence+Crafts+Spirit	Scene			139

Y = Vulgar (QRG 129, full 270) • Learn rotes from someone who already knows them, 2 XP per dot in the highest Arcanum used • Disbelief: 276 • Thaumaturgy: 291 • Mage Sight: 112