

Dark Ages SORCERER™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Society:
Mentor:
Motivation:

ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Commerce _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Crafts _____ 00000	Law _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Seneschal _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000

PACHS & RITUALS

_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Willpower

0	0	0	0	0	0	0	0	0	0	0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
0	0	0	0	0	0	0	0	0	0	0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Virtues

Conscience _____	00000
Self-Control _____	00000
Courage _____	00000

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Experience

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MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Experience

Total: _____
Gained From: _____

Experience

Total Spent: _____
Spent On: _____

Derangements

Languages

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

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Allies

Mentor

Contacts

Resources

Domains

Retainers

Influence

Status

Other (_____)

Other (_____)



Gear (Carried)

Equipment (Owned)

Livestock/Animals (Owned)

Misc.



Location

Description
