

SORCERER

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Affiliation:
Affinity:
Concept:

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	Crafts	_____00000	Academics	_____00000
Art	_____00000	Drive	_____00000	Computer	_____00000
Athletics	_____00000	Etiquette	_____00000	Cosmology	_____00000
Awareness	_____00000	Firearms	_____00000	Enigmas	_____00000
Brawl	_____00000	Martial Arts	_____00000	Esoterica	_____00000
Empathy	_____00000	Meditation	_____00000	Investigation	_____00000
Expression	_____00000	Melee	_____00000	Law	_____00000
Intimidation	_____00000	Research	_____00000	Medicine	_____00000
Leadership	_____00000	Stealth	_____00000	Occult	_____00000
Streetwise	_____00000	Survival	_____00000	Politics	_____00000
Subterfuge	_____00000	Technology	_____00000	Science	_____00000
	_____00000		_____00000		_____00000

Advantages

Paths		Rituals		Psychic Phenomena	
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Backgrounds

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

Willpower

0 0 0 0 0 0 0 0 0 0 0

Quintessence

Other Traits

_____	00000
_____	00000
_____	00000
_____	00000

Other Traits

_____	00000
_____	00000
_____	00000
_____	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

