

SORCERER

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

SOCIETY:
MENTOR:
MOTIVATION:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Expression _____ 00000
Instruction _____ 00000
Intuition _____ 00000
Intimidation _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Leadership _____ 00000
Meditation _____ 00000
Melee _____ 00000
Research _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

KNOWLEDGES

Computer _____ 00000
Cosmology _____ 00000
Culture _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Lore _____ 00000
Medicine _____ 00000
Occult _____ 00000
Science _____ 00000

PATHS

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

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

WILPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

HEALTH

Bruised _____
Hurt -1 _____
Injured -1 _____
Wounded -2 _____
Mauled -2 _____
Crippled -5 _____
Incapacitated _____

OTHER TRAITS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

FAITH(IF APPLICABLE)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

RITUALS

EXPERIENCE

SORCERER

OTHER TRAITS

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

HISTORY

GOALS

MERITS & FLAWS

MERIT

COST

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FLAW

BONUS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

DESCRIPTION

AGE: _____
 APPARENT AGE: _____
 SEX: _____
 RACE: _____

HAIR: _____
 EYES: _____
 HEIGHT: _____
 WEIGHT: _____

GEAR & EQUIPMENT

DERANGEMENTS

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

LANGUAGES

