

# SORCERER

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 ESSENCE:  
 DEITY/ANOR:

SOCIETY:  
 CONCEPT:  
 CABAL:

## 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
Athletics	00000	Drive	00000	Computer	00000
Awareness	00000	Etiquette	00000	Cosmology	00000
Brawl	00000	Firearms	00000	Enigmas	00000
Dodge	00000	Meditation	00000	Investigation	00000
Expression	00000	Melee	00000	Law	00000
Intimidation	00000	Performance	00000	Linguistics	00000
Leadership	00000	Stealth	00000	Medicine	00000
Streetwise	00000	Survival	00000	Occult	00000
Subterfuge	00000	Technology	00000	Science	00000

## ADVANTAGES

BACKGROUNDS		PATHS OF SORCERY/NUTTINA	
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000

### OTHER TRAITS

_____	00000
_____	00000
_____	00000
_____	00000

### MANA

0 0 0 0 0

### 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"/>

### MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____

  

FLAW	BONUS
_____	_____
_____	_____
_____	_____
_____	_____

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### RESONANCE

Dynamic	00000
Entropic	00000
Static	00000

### EXPERIENCE