

SORCERER

Name:

Nature:

Society:

Player:

Essence:

Cabal:

Chronicle:

Demeanor:

Concept:

ATTRIBUTES

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

Talents

Skills

Knowledges

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Crafts _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Leadership _____ 00000
 Meditation _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Ride _____ 00000
 Stealth _____ 00000
 Technology _____ 00000

Academics _____ 00000
 Cosmology _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

Backgrounds

Paths of Sorcery/Numina

_____ 00000
 _____ 00000
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_____ 00000
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_____ 00000
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 _____ 00000

Other Traits

Mana

Health

_____ 00000
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 _____ 00000

0 0 0 0 0
 □ □ □ □ □

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

Willpower

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

Resonance

Dynamic _____ 00000
 Entropic _____ 00000
 Static _____ 00000

Experience