

SORCERER

Paths of Power

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Fellowship:
Mentor:
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
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

Backgrounds	Path	Rating	Practice	Ability
_____ 00000	_____	_____	_____	_____
_____ 00000	_____	_____	_____	_____
_____ 00000	_____	_____	_____	_____
_____ 00000	_____	_____	_____	_____
_____ 00000	_____	_____	_____	_____
_____ 00000	_____	_____	_____	_____

Countermagic

Vampires Spirits
 Ghosts Fae

Mana

O O O O O

Willpower

O O O O O O O O O O O

Rituals

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Health

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

Experience