

# 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
_____	00000
_____	00000
_____	00000

## HISTORY

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## GOALS

## MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FLAW	BONUS
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## DESCRIPTION

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
SEX: _____	HEIGHT: _____
RACE: _____	WEIGHT: _____

## GEAR & EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## DERANGEMENTS

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

## COMBAT

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

## LANGUAGES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_