

# SORCERER

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

SOCIETY:  
MENTOR:  
MOTIVATION:

## ATTRIBUTES

| PHYSICAL  |       | SOCIAL       |       | MENTAL       |       |
|-----------|-------|--------------|-------|--------------|-------|
| Strength  | ●○○○○ | Charisma     | ●○○○○ | Perception   | ●○○○○ |
| Dexterity | ●○○○○ | Manipulation | ●○○○○ | Intelligence | ●○○○○ |
| Stamina   | ●○○○○ | Appearance   | ●○○○○ | Wits         | ●○○○○ |

## ABILITIES

| TALENTS      |       | SKILLS     |       | KNOWLEDGES    |       |
|--------------|-------|------------|-------|---------------|-------|
| Alertness    | ○○○○○ | Animal Ken | ○○○○○ | Computer      | ○○○○○ |
| Athletics    | ○○○○○ | Drive      | ○○○○○ | Cosmology     | ○○○○○ |
| Awareness    | ○○○○○ | Etiquette  | ○○○○○ | Culture       | ○○○○○ |
| Brawl        | ○○○○○ | Firearms   | ○○○○○ | Enigmas       | ○○○○○ |
| Dodge        | ○○○○○ | Leadership | ○○○○○ | Investigation | ○○○○○ |
| Expression   | ○○○○○ | Meditation | ○○○○○ | Law           | ○○○○○ |
| Instruction  | ○○○○○ | Melee      | ○○○○○ | Linguistics   | ○○○○○ |
| Intuition    | ○○○○○ | Research   | ○○○○○ | Lore          | ○○○○○ |
| Intimidation | ○○○○○ | Stealth    | ○○○○○ | Medicine      | ○○○○○ |
| Streetwise   | ○○○○○ | Survival   | ○○○○○ | Occult        | ○○○○○ |
| Subterfuge   | ○○○○○ | Technology | ○○○○○ | Science       | ○○○○○ |

## PATHS

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
| _____ | ○○○○○ | _____ | ○○○○○ | _____ | ○○○○○ |
| _____ | ○○○○○ | _____ | ○○○○○ | _____ | ○○○○○ |
| _____ | ○○○○○ | _____ | ○○○○○ | _____ | ○○○○○ |

## ADVANTAGES

| BACKGROUNDS | WILLPOWER               | HEALTH                                 |
|-------------|-------------------------|--|
| _____       | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ | Bruised -0 <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"/> |

### OTHER TRAITS

|       |       |       |
|-------|-------|-------|
| _____ | ○○○○○ | _____ |
| _____ | ○○○○○ | _____ |
| _____ | ○○○○○ | _____ |
| _____ | ○○○○○ | _____ |
| _____ | ○○○○○ | _____ |

### RITUALS/PATH

FAITH (IF APPLICABLE)

### EXPERIENCE

