Sorcerer

Name: John Wierus
Nature: Sage
Society:
Player:
Essence:
Concept:
Chronicle:
Demeanor: Curmudgeon
Cabal:

Attributes

Physical

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●○○○

Social

Charisma ●○○○○
Manipulation ●●●○○
Appearance ●●●○○

Mental

Perception ●●○○○
Intelligence ●●●●○
Wits ●●●○○

Abilities

Talents

Alertness ●●○○○
Athletics ●●○○○
Awareness ●●●○○
Brawl ●○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ●●○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ●●○○○

Skills

Crafts ○○○○○
Drive ●○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ●○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges

Academics ●●○○○
Computer ●○○○○
Cosmology ○○○○○
Enigmas ●●○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ●●●○○
Science ○○○○○

Advantages

Backgrounds

Allies ●●○○○
Library ●●○○○
Arcane ●●●○○
○○○○○
○○○○○

Paths of Sorcery/Nuimina

Hellfire ●●○○○
Summoning, Binding a ●●●○○
○○○○○
○○○○○
○○○○○

Conscience/Self-Control/Courage

Conscience ●○○○○
Self-Control ●●●○○
Courage ●●●○○
○○○○○
○○○○○

Other Traits

Intuition ●●●○○
Research ●●○○○
○○○○○
○○○○○

Mana

○ ○ ○ ○ ○
□ □ □ □ □

Health

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

Merits & Flaws

Merit	Cost

Flaw	Bonus

Willpower

● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Resonance

Dynamic ○○○○○
Entropic ○○○○○
Static ○○○○○

Experience