

# SORCERER DIVISION 6

**Strength** 5

Athletics + 2 7

Brawl + 2 7

Constitution + 1 6

Installation + \_\_\_\_\_  

Might + 1 6

**Agility** 3

Acrobatics + \_\_\_\_\_  

Contortion + \_\_\_\_\_  

Evasion + 1 4

Ride + 2 5

Stealth + \_\_\_\_\_  

**Dexterity** 6

Drive + \_\_\_\_\_  

Firearms + 2 8

Melee + 6 12

Pilot + \_\_\_\_\_  

Sleight of Hand + \_\_\_\_\_  

**Charisma** 1

Diplomacy + \_\_\_\_\_  

Interrogation + 1 2

Intimidation + \_\_\_\_\_  

Seduction + \_\_\_\_\_  

Subterfuge + \_\_\_\_\_  

**Wisdom** 3

Awareness + 1 4

Meditation + 1 4

Politics + \_\_\_\_\_  

Motivation + 1 4

Research + \_\_\_\_\_  

**Wits** 4

Alertness + 2 6

Search + 1 5

Streetwise + 1 5

Survival + \_\_\_\_\_  

Virtual Skill + \_\_\_\_\_  

**Intelligence** 2

Academics + 1 3

Computer Prog. + \_\_\_\_\_  

Demonology + \_\_\_\_\_  

Forensics + \_\_\_\_\_  

Law + 3 5

Medicine + \_\_\_\_\_  

Netwise + \_\_\_\_\_  

Occultism + 1 3

Science + \_\_\_\_\_  

Technology + \_\_\_\_\_  

Agent: O'Brien

Guild: Knights of Avalon

Player: \_\_\_\_\_

Sorcerer Rank: 2

**INITIATIVE** 7 [Agility + Wits + Advantages]

**OFFENCE**

**Hand to Hand** 7  
(Brawl + Advantages)

**Weapon** 12  
(Melee + Advantages)

**Shooting** 8  
(Firearms + Advantages)

Weapon	Damage	Toughness	BP
V2 Enforcer	3D6 (c) MP	7	12
Sword	Str + 2 D6 +3 Body Points	6	16

**DEFENCE**

**Passive Target** 4  
(Evasion)

**Toughness** 1  
(Base Constitution)

**Willpower** 1  
(Base Meditation)

**Spirit** 1  
(Base Awareness)

Response Actions per round	1
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**Extra Action Modifiers**  
1st & 2nd Action as normal.  
Then extra action modifiers:  
3rd Action -2 to roll  
4th Action -4 to roll  
5th Action -6 to roll  
6th Action -8 to roll  
7th Action -10 to roll

ARMOR	
B-17 Body Armor	
Toughness	9
Body Points	15

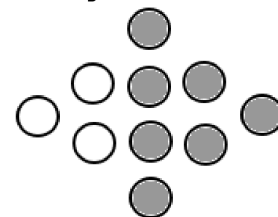
**POWERS**

**MAGIC**

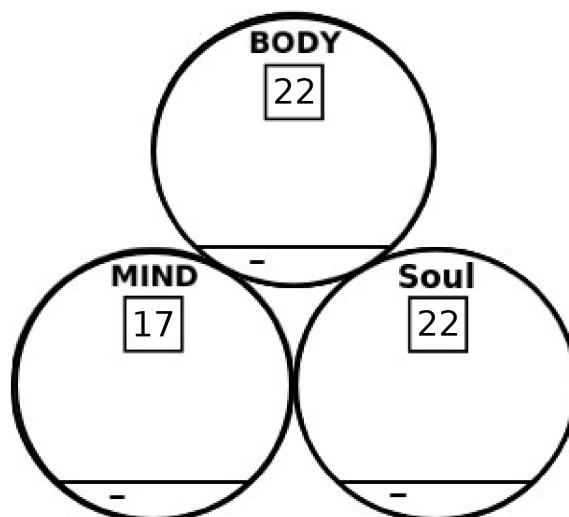
Rank	1	Rank	2	Rank	3	Rank	4	Rank	5	Rank	6
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Arcane Speciality: Primordial

**Mystic Pool**



**HEALTH**



Knock-Out Threshold 9

Massive Damage Threshold 8

- Exhausted
- Dazed
- Blind
- Deaf
- Poisoned
- Bleeding
- Maimed -4 -4 -4 -4
- Possessed
- Unconscious

