

SORCERER DIVISION 6

Strength

Athletics + _____

Brawl + _____

Constitution + _____

Installation + _____

Might + _____

Agility

Acrobatics + _____

Contortion + _____

Evasion + _____

Ride + _____

Stealth + _____

Dexterity

Drive + _____

Firearms + _____

Melee + _____

Pilot + _____

Sleight of Hand + _____

Charisma

Diplomacy + _____

Interrogation + _____

Intimidation + _____

Seduction + _____

Subterfuge + _____

Wisdom

Awareness + _____

Meditation + _____

Politics + _____

Motivation + _____

Research + _____

Wits

Alertness + _____

Search + _____

Streetwise + _____

Survival + _____

Virtual Skill + _____

Intelligence

Academics + _____

Computer Prog. + _____

Demonology + _____

Forensics + _____

Law + _____

Medicine + _____

Netwise + _____

Occultism + _____

Science + _____

Technology + _____

Agent: _____

Player: _____

Guild: _____

Sorcerer Rank: _____

INITIATIVE [Agility + Wits + Advantages]

OFFENCE

Hand to Hand
(Brawl + Advantages)

Weapon
(Melee + Advantages)

Shooting
(Firearms + Advantages)

Weapon	Damage	Toughness	BP
V2 Enforcer	3D6 (c) MP	7	12

DEFENCE

Passive Target
(Evasion)

Toughness
(Base Constitution)

Willpower
(Base Meditation)

Spirit
(Base Awareness)

Response Actions per round	
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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	Body Points
9	15

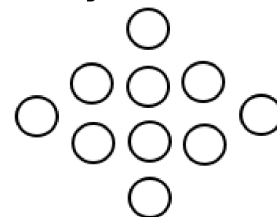
POWERS

MAGIC

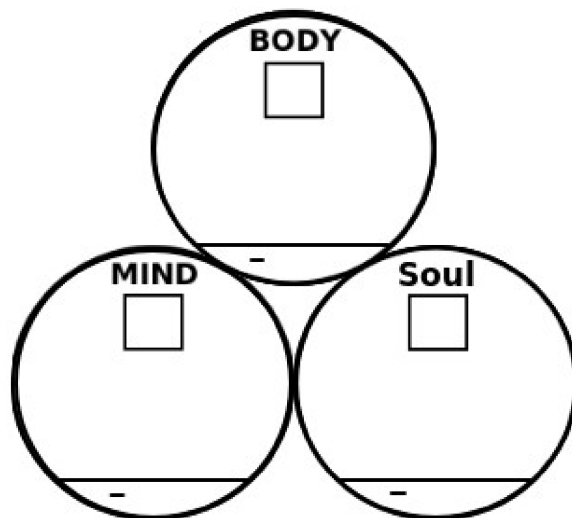
Rank	1	Rank	2	Rank	3	Rank	4	Rank	5	Rank	6
	○		○		○		○		○		○

Arcane Speciality: _____

Mystic Pool



HEALTH



Knock-Out Threshold	<input type="checkbox"/>
Massive Damage Threshold	<input type="checkbox"/>

Exhausted	<input type="checkbox"/>
Dazed	<input type="checkbox"/>
Blind	<input type="checkbox"/>
Deaf	<input type="checkbox"/>
Poisoned	<input type="checkbox"/>
Bleeding	<input type="checkbox"/>
Maimed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Possessed	<input type="checkbox"/>
Unconscious	<input type="checkbox"/>

