

SORCERER

Name: Charles Forthroy III
 Player:
 Scenario: The Eye of Ra

Nature: Architect
 Demeanor: Critic
 Essence: Dynamic

Society: Cult of Isis
 Mentor: Lord Forthroy II
 Concept: Aristocrat

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●○○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●○○	Appearance	●●○○○	Wits	●●○○○

Abilities

Talents		Skill		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	○○○○○

Numina

Alchemy	●○○○○	○○○○○	○○○○○
Conjuration	●●●○○	○○○○○	○○○○○
Divination (Astrology)	●○○○○	○○○○○	○○○○○

Advantages

Backgrounds	Mana Pool	Health
Library ●○○○○	● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Bruised -0 <input type="checkbox"/>
Mana ●●○○○		Hurt -1 <input type="checkbox"/>
Mentor ●●●○○		Injured -1 <input type="checkbox"/>
Relic ●●○○○		Wounded -2 <input type="checkbox"/>
Resources ●●●●●		Mauled -2 <input type="checkbox"/>
Status ●○○○○		Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>
RESONANCE	Willpower	
Dynamic ●○○○○	● ● ● ● ● ● ● ○ ○ ○	
Entropic ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Static ○○○○○		
	Rituals / Path	
	Hathoor's Dust / Alchemy	
	Aroueris' Hidden Might / Conjuration	
		Experience
		<div style="border: 1px solid black; width: 100%; height: 100%;"></div>

CHARLES FORTHROY III

Charles Forthroy I was the one responsible for joining the Cult originally, and after that he recruited his son and now, his son, your father, has recruited you. From an early age your father got you interested in Egypt and almost blasphemously taught you to view the world as holding more secrets than we might be led to believe.

When you were just sixteen you became an accolade for the Cult of Isis and studied their testaments. At the age of eighteen you began your apprenticeship. The fact that you are so young has made you a little arrogant, and, after all. You will be Lord of your father's estate one day. You are descended from kings. People *should* respect you anyway.

Personal Aspects: You are an arrogant bastard and you know it. You are a lord-to-be and everyone should treat you like a lord. Quite clearly you know more about the Cult than anyone else, after all your father and his father have long been in the Cult. You are without a doubt the most committed and most competent among them all. Despite your arrogance, you simply ooze charm at every opportunity and the fact that people in general find you just so damned charismatic is mere proof that you were born to lead. At 21, you are tall, dashing and suave. You are a fair haired, blue eyed, well-dressed perfect picture of the English gentleman.

Opinions of others:

Mandek: A tramp. What can he possibly know?

Elita Fortier: Beautiful and alluring. You find her fascinating and you've heard that the French are great lovers.

Sherrilyn Sweet: Boring, drab, American waste of a woman. She reads far too many books than a woman should. Never mind.

Adranio Menendez y de Chavel: Yes, he's clearly a good thief and he's a likeable enough man, even for a Spaniard, but what can he possibly know about hekau?

Pablo Menendez y de la Fuente: Competition, eh? Well, he's not getting his filthy foreign hands on your bit of French totty.

Lou Macbride: An American. Probably trustworthy.

Cult of Isis: You are their most loyal and most valued member. They are, after all, family.