

Dark Ages

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Name:
Player:
Age:

Nature:
Demeanor:
Concept:

Title:
Tribe:
Chronicle:

ATTRIBUTES

Physical

Strength_____00000
Dexterity_____00000
Stamina_____00000

Social

Charisma_____00000
Manipulation_____00000
Appearance_____00000

Mental

Perception_____00000
Intelligence_____00000
Wits_____00000

ABILITIES

Talents

Alertness_____00000
Athletics_____00000
Brawl_____00000
Dodge_____00000
Empathy_____00000
Expression_____00000
Intimidation_____00000
Leadership_____00000
Legerdemain_____00000
Subterfuge_____00000

Skills

Animal Ken_____00000
Archery_____00000
Commerce_____00000
Crafts_____00000
Etiquette_____00000
Melee_____00000
Performance_____00000
Ride_____00000
Stealth_____00000
Survival_____00000

Knowledges

Academics_____00000
Hearth Wisdom_____00000
Investigation_____00000
Law_____00000
Linguistics_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Seneschal_____00000
Theology_____00000

ADVANTAGES

Other Traits

_____00000
_____00000
_____00000
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_____00000

Backgrounds

_____00000
_____00000
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Glory_____00000
Honor_____00000
Wisdom_____00000

Merits & Flaws

Merit_____Cost_____

Flaw_____Bonus_____

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Willpower

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Health

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

Experience