

# Dark Ages

## CELYAVELIQ TREMERE™

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Title:  
Sire:



### ATTRIBUTES

| Physical                 | Social                      | Mental                      |
|--------------------------|-----------------------------|-----------------------------|
| Strength _____ 00000000  | Charisma _____ 00000000     | Perception _____ 00000000   |
| Dexterity _____ 00000000 | Manipulation _____ 00000000 | Intelligence _____ 00000000 |
| Stamina _____ 00000000   | Appearance _____ 00000000   | Wits _____ 00000000         |



### ABILITIES

| Talents                     | Skills                     | Knowledges                   |
|-----------------------------|----------------------------|------------------------------|
| Alertness _____ 00000000    | Animal Ken _____ 00000000  | Academics _____ 00000000     |
| Athletics _____ 00000000    | Archery _____ 00000000     | Hearth Wisdom _____ 00000000 |
| Brawl _____ 00000000        | Commerce _____ 00000000    | Investigation _____ 00000000 |
| Dodge _____ 00000000        | Crafts _____ 00000000      | Law _____ 00000000           |
| Empathy _____ 00000000      | Etiquette _____ 00000000   | Linguistics _____ 00000000   |
| Expression _____ 00000000   | Melee _____ 00000000       | Medicine _____ 00000000      |
| Intimidation _____ 00000000 | Performance _____ 00000000 | Occult _____ 00000000        |
| Leadership _____ 00000000   | Ride _____ 00000000        | Politics _____ 00000000      |
| Legerdemain _____ 00000000  | Stealth _____ 00000000     | Seneschal _____ 00000000     |
| Subterfuge _____ 00000000   | Survival _____ 00000000    | Theology _____ 00000000      |



### ADVANTAGES

| Disciplines    | Backgrounds    | Virtues                            |
|----------------|----------------|------------------------------------|
| _____ 00000000 | _____ 00000000 | Conscience/Conviction _____ 000000 |
| _____ 00000000 | _____ 00000000 | Self-Control/Instinct _____ 000000 |
| _____ 00000000 | _____ 00000000 | Courage _____ 000000               |
| _____ 00000000 | _____ 00000000 |                                    |
| _____ 00000000 | _____ 00000000 |                                    |
| _____ 00000000 | _____ 00000000 |                                    |

### Merits & Flaws

| Merit | Cost  |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| Flaw  | Bonus |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

### Road

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0  
Aura: \_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

### Bloodpool

Points Per Turn: \_\_\_\_\_

### Health

|               |    |                          |
|---------------|----|--------------------------|
| Bruised       |    | <input type="checkbox"/> |
| Hurt          | -1 | <input type="checkbox"/> |
| Injured       | -1 | <input type="checkbox"/> |
| Wounded       | -2 | <input type="checkbox"/> |
| Mauled        | -2 | <input type="checkbox"/> |
| Crippled      | -5 | <input type="checkbox"/> |
| Incapacitated |    | <input type="checkbox"/> |

### Weakness

Difficulties are 2 higher to resist frenzy when confronted by True Faith

### Experience

\_\_\_\_\_