

Dark Ages COREADOR

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 | | □ |
| Hurt | - 1 | □ |
| Injured | - 1 | □ |
| Wounded | - 2 | □ |
| Mauled | - 2 | □ |
| Crippled | - 5 | □ |
| Incapacitated | | □ |

Weakness

Enraptured by Beauty;
Self-Control Roll(Dif 6)
to Remain Active.

Experience