

Dark Ages Gurahl

Name:
Player:
Chronicle:

Breed:
Auspice:
Tribe:

Nature:
Demeanor:
Concept:

Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Archery	_____00000	Enigmas	_____00000
Biorhythms	_____00000	Crafts	_____00000	Hearth Wisdom	_____00000
Brawl	_____00000	Etiquette	_____00000	Investigation	_____00000
Dodge	_____00000	Leadership	_____00000	Law	_____00000
Empathy	_____00000	Melee	_____00000	Linguistics	_____00000
Expression	_____00000	Performance	_____00000	Medicine	_____00000
Intimidation	_____00000	Ride	_____00000	Occult	_____00000
Legerdemain	_____00000	Stealth	_____00000	Politics	_____00000
Primal Urge	_____00000	Survival	_____00000	Rituals	_____00000

Advantages

Backgrounds	Gifts	Gifts
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____

<p>==== Renown ====</p> <p>Succor</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p> <p>Honor</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p> <p>Wisdom</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p>	<p>==== Rage ====</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p> <p>==== Gnosis ====</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p>	<p>==== Health ====</p> <p>Bruised □</p> <p>Hurt - 1 □</p> <p>Injured - 1 □</p> <p>Wounded - 2 □</p> <p>Mauled - 2 □</p> <p>Crippled - 5 □</p> <p>Incapacitated □</p>
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<p>==== Rank ====</p> <p>_____</p>	<p>==== Willpower ====</p> <p>0 0 0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □ □ □</p>	<p>==== Experience ====</p> <p>_____</p>
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Dark Ages

Gurahl

==Homid==

==Arturen==

==Crinos==

==Bjornen==

==Ursus==

No
Change

Strength(+3) _____
Stamina(+3) _____
Appearance(-2) _____
Manipulation(-2) _____

Difficulty: 6

Difficulty: 7

Strength(+5) _____
Dexterity(-1) _____
Stamina(+5) _____
Manipulation(-3) _____
Appearance 0

Difficulty: 6
INCITE REDUCED
DELIRIUM

Strength(+4) _____
Dexterity(-2) _____
Stamina(+4) _____
Manipulation(-3) _____
+1 Die to Bite Damage

Difficulty: 7

Strength(+3) _____
Stamina(+3) _____
Manipulation(-3) _____

Difficulty: 6



Other Traits

Fetishes

_____ 00000
_____ 00000
_____ 00000
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Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____
Item: _____ Level: _____ Gnosis: _____
Power: _____

Gifts

Rites

Battle Scars: _____



Combat

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

