

# Dark Ages Fenrir

Name:  
Player:  
Chronicle:

Breed:  
Auspice:  
Camp:

Pack Name:  
Pack Totem:  
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
Brawl	_____00000	Crafts	_____00000	Hearth Wisdom	_____00000
Dodge	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Leadership	_____00000	Law	_____00000
Expression	_____00000	Melee	_____00000	Linguistics	_____00000
Intimidation	_____00000	Performance	_____00000	Medicine	_____00000
Legerdemain	_____00000	Ride	_____00000	Occult	_____00000
Primal Urge	_____00000	Stealth	_____00000	Politics	_____00000
Subterfuge	_____00000	Survival	_____00000	Rituals	_____00000

## Advantages

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

### Renown

Glorý  
 0 0 0 0 0 0 0 0 0 0 0  
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Honor  
 0 0 0 0 0 0 0 0 0 0 0  
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Wisdom  
 0 0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □ □

### Rank

### Rage

0 0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □ □

### Gnosis

0 0 0 0 0 0 0 0 0 0 0  
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### Willpower

0 0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □ □

### Health

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

### Experience

# Dark Ages

## Fenrir

==Homid==

==Glabro==

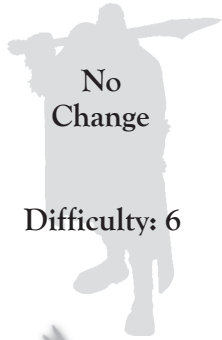
==Crinos==

==Hispo==

==Lupus==

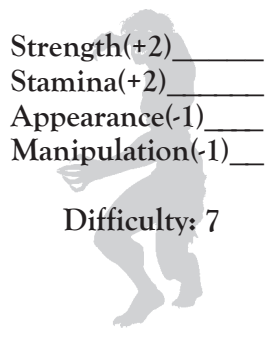
No  
Change

Difficulty: 6



Strength(+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Appearance(-1) \_\_\_\_\_  
Manipulation(-1) \_\_\_\_\_

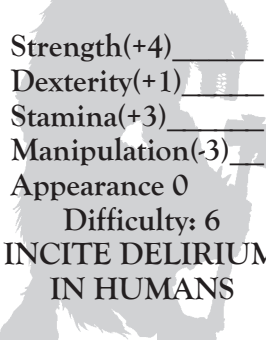
Difficulty: 7



Strength(+4) \_\_\_\_\_  
Dexterity(+1) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
Appearance 0

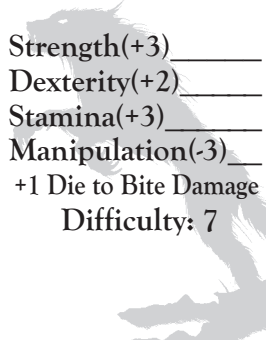
Difficulty: 6

INCITE DELIRIUM  
IN HUMANS



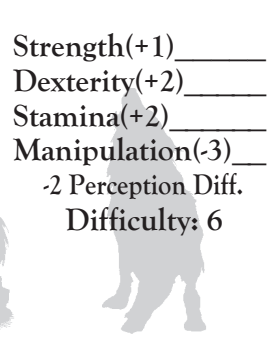
Strength(+3) \_\_\_\_\_  
Dexterity(+2) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
+1 Die to Bite Damage

Difficulty: 7



Strength(+1) \_\_\_\_\_  
Dexterity(+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
-2 Perception Diff.

Difficulty: 6




### Other Traits

### Fetishes

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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: \_\_\_\_\_

Battle Scars: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Metis Deformity: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Rites

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



## Combat

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

### Armor

Class: \_\_\_\_\_  
Rating: \_\_\_\_\_  
Penalty: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# Dark Ages Fenrir


Nature:

Demeanor:

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Expanded Background

 <p>Allies</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Mentor</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Contacts</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Pack Totem</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Hunting Grounds</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Pure Breed</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Kinfolk</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Resources</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Other (_____)</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Other (_____)</p> <p>_____</p> <p>_____</p> <p>_____</p>

## Possessions

Gear(Carried): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Equipment(Owned): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Experience

TOTAL:

Gained From: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Sept

Name: \_\_\_\_\_

Caern Location: \_\_\_\_\_

Type: \_\_\_\_\_ Level: \_\_\_\_\_

Totem: \_\_\_\_\_

Leader: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

Spent On: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

