

Dark Ages

The House of Murnau

Name:
Player:
Chronicle:

Nature:
Demeanor:
Impulse:

Title:
Chapter:
Concept:

Attributes

Physical

Social

Mental

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Skills

Knowledges

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Legerdemain _____ 00000
Subterfuge _____ 00000

Animal Ken _____ 00000
Archery _____ 00000
Commerce _____ 00000
Crafts _____ 00000
Etiquette _____ 00000
Melee _____ 00000
Performance _____ 00000
Ride _____ 00000
Stealth _____ 00000
Survival _____ 00000

Academics _____ 00000
Hearth Wisdom _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Seneschal _____ 00000
Theology _____ 00000

Advantages

Backgrounds

Virtues

Superior Virtues

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Self-Control _____ 00000
Conscience _____ 00000
Courage _____ 00000

Wisdom _____ 00000
Faith _____ 00000
Zeal _____ 00000

== Blessings & Curses ==

Blessings

Curses

Holy Art

_____ 00000
_____ 00000
_____ 00000

==== Piety ====

0 0 0 0 0 0 0 0 0 0

==== Willpower ====

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

==== Conviction ====

□ □ □ □ □ □ □ □ □ □

Callous?: _____

Banked Conviction: _____

==== Health ====

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

==== Experience ====
