

Dark Ages

The Red Order

Name:
Player:
Chronicle:

Nature:
Demeanor:
Impulse:

Title:
Chapter:
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	Hearth Wisdom	_____00000
Brawl	_____00000	Commerce	_____00000	Investigation	_____00000
Dodge	_____00000	Crafts	_____00000	Law	_____00000
Empathy	_____00000	Etiquette	_____00000	Linguistics	_____00000
Expression	_____00000	Melee	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Leadership	_____00000	Ride	_____00000	Politics	_____00000
Legerdemain	_____00000	Stealth	_____00000	Seneschal	_____00000
Subterfuge	_____00000	Survival	_____00000	Theology	_____00000

Advantages

Backgrounds		Virtues		Superior Virtues	
_____	_____00000	Self-Control	_____00000	Wisdom	_____00000
_____	_____00000	Conscience	_____00000	Faith	_____00000
_____	_____00000	Courage	_____00000	Zeal	_____00000
_____	_____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 ====
