Dark Ages

Name: Virtue: Chronicle:
Age: Vice: Faction:
Player: Concept: Group Name:

Attributes

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Skills

Mental
(-3 unskilled)

Academics _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Religion _____ ○○○○○
Warfare _____ ○○○○○

Physical
(-1 unskilled)

Archery _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Larceny _____ ○○○○○
Ride _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

Social
(-1 unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____

Health

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□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Integrity

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Conditions

_____
_____
_____
_____
_____

Aspirations

_____
_____
_____
_____
_____

Weapon/Attack	Dice Mod.	Range	Ammo	Size

Equipment	Durability	Structure	Size	Cost