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

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

Flaws

- _____
- _____
- _____

- Size: _____
- Speed: _____
- Defense: _____
- Armor: _____
- Integrity: _____
- Initiative Mod: _____
- Experience: _____

Health

○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Morality

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

Weapon/Attack	Dice Mod.	Range	Ammo	Size

Equipment	Durability	Structure	Size	Cost