

WORLD OF DARKNESS  
**Dark Ages**  
 Promethean

NAME:  
 PLAYER:  
 CHRONICLE:

VIRTUE:  
 VICE:  
 CONCEPT:

LINEAGE:  
 REFINEMENT:  
 ATHANOR:

**ATTRIBUTES**

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

**SKILLS**

**OTHER TRAITS**

**MENTAL**

*(-3 unskilled)*

Academics _____	00000
Crafts _____	00000
Investigation _____	00000
Medicine _____	00000
Occult _____	00000
Plotics _____	00000
Science _____	00000
_____	00000

**PHYSICAL**

*(-1 unskilled)*

Archery _____	00000
Athletics _____	00000
Brawl _____	00000
Larceny _____	00000
Stealth _____	00000
Survival _____	00000
Weaponry _____	00000
_____	00000

**SOCIAL**

*(-1 unskilled)*

Animal Ken _____	00000
Empathy _____	00000
Expression _____	00000
Intimidation _____	00000
Persuasion _____	00000
Socialize _____	00000
Streetwise _____	00000
Subterfuge _____	00000

**MERITS**

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

**FLAWS**

_____
_____
_____

**BESTOWMENT**

_____
_____

**DISFIGUREMENT**

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

**HEALTH**

00000000000000  
 □□□□□□□□□□□□

**WILLPOWER**

0000000000  
 □□□□□□□□□□

**AZOTH**

0000000000

**PYROS**

□□□□□□□□□□  
 □□□□□□□□□□

**HUMANITY**

10 _____	0
9 _____	0
8 _____	0
7 _____	0
6 _____	0
5 _____	0
4 _____	0
3 _____	0
2 _____	0
1 _____	0

Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_



WORLD OF DARKNESS  
**Dark Ages**  
Promethean

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

EXPANDED MERITS

ALLIES

REPUTE

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

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

CONTACTS

RESIDUAL MEMORY

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

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

LANGUAGE

RESOURCES

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

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

MENTOR

OTHER(\_\_\_\_\_)

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

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

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

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

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

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

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

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

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

LAIR

LOCATION

DESCRIPTION

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

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

