Dark Ages Mage

Name:	Nature:	Fellowship:
Player:	Demeanor:	Rank:
Chronicle:	Concept:	Cabal:

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	○○○○○	Archery	○○○○○	Cosmology	○○○○○
Awareness	○○○○○	Crafts	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Hearth Wisdom	○○○○○
Dodge	○○○○○	Herbalism	○○○○○	Investigation	○○○○○
Empathy	○○○○○	Melee	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Performance	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Ride	○○○○○	Occult	○○○○○
Leadership	○○○○○	Stealth	○○○○○	Politics	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Theology	○○○○○

Advantages

Backgrounds

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Foundation

_____

○ ○ ○ ○ ○

Aura: _____ ( )

Pillars

	○○○○○
	○○○○○
	○○○○○
	○○○○○

Merits & Flaws

Merit	Cost

Flaw	Bonus

Quintessence

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Points Per Turn: _____

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Backlash

Branding/Twilight

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Experience

☐