

# Dark Ages

## MESSIANIC VOICES

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 DEMEANOR:  
 CONCEPT:

RANK:  
 FACTION:  
 CABAL:



### 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	Cosmology _____ 00000
Awareness _____ 00000	Crafts _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Hearth Wisdom _____ 00000
Dodge _____ 00000	Herbalism _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Performance _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Ride _____ 00000	Occult _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000



### ADVANTAGES

Backgrounds	Foundation	Pillars
_____ 00000	=====	_____ 00000
_____ 00000	O O O O O	_____ 00000
_____ 00000	Aura: _____ ( )	_____ 00000
_____ 00000		_____ 00000
_____ 00000		

#### Other Traits

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

#### Quintessence

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points Per Turn: _____									

#### Willpower

O	O	O	O	O	O	O	O	O	O
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

#### Backlash

Branding/Twilight

#### Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

#### Experience

# Dark Ages

## MESSIANIC VOICES



### MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



Rotes

### MAGIC



Rotes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Talismans:

Name:

Source/ Page:

System:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Magical Aides:

Name:

Source/ Page:

System:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



### COMBAT



Armor

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Dark Ages

## MESSIANIC VOICES



Allies

Library

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Contacts

Mentor

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Cray

Servants

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Familiar

Resources

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Influence

Other (\_\_\_\_\_)

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### POSSESSIONS

Gear (Carried)

Equipment (Owned)

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Foci

Misc.

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### CHANTRY

Location

Description

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### SANCTUM

Location

Description

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