

# Dark Ages

## TELYAVELIQ TREMERE™

Name:  
 Player:  
 Chronicle:

Nature:  
 Demeanor:  
 Concept:

Generation:  
 Title:  
 Sire:

### ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

### ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Archery _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Commerce _____ 00000000	Investigation _____ 00000000
Dodge _____ 00000000	Crafts _____ 00000000	Law _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Linguistics _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000

### ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 000000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 000000
_____ 00000000	_____ 00000000	Courage _____ 000000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

<b>Merits &amp; Flaws</b>	<b>Road</b>	<b>Health</b>
Merit _____ Cost _____	_____ 0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ Cost _____	Aura: _____ ( )	Hurt - 1 _____ <input type="checkbox"/>
_____ Cost _____	<b>Willpower</b>	Injured - 1 _____ <input type="checkbox"/>
_____ Cost _____	_____ 0 0 0 0 0 0 0 0 0 0	Wounded - 2 _____ <input type="checkbox"/>
_____ Cost _____	_____ <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"/>	Mauled - 2 _____ <input type="checkbox"/>
Flaw _____ Bonus _____	<b>Bloodpool</b>	Crippled - 5 _____ <input type="checkbox"/>
_____ Bonus _____	_____ <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"/>	Incapacitated _____ <input type="checkbox"/>
_____ Bonus _____	_____ <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"/>	<b>Weakness</b>
_____ Bonus _____	_____ <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"/>	Difficulties are 2 higher to resist frenzy when confronted by True Faith
_____ Bonus _____	Points Per Turn: _____	<b>Experience</b>
		_____

# Dark Ages

## CELYAVELIQ TREMERE™



Siré: \_\_\_\_\_ Haven: \_\_\_\_\_ Domain: \_\_\_\_\_  
Overlord: \_\_\_\_\_  
Vassals: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Discipline Technique:

Name: \_\_\_\_\_ Source/ Page: \_\_\_\_\_ System: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Rituals:

Name: \_\_\_\_\_ Source/ Page: \_\_\_\_\_ System: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Moments of Truth:

### Goals & Plots:

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



### Other Cainites:

Name: \_\_\_\_\_ Clan: \_\_\_\_\_ Player: \_\_\_\_\_ Thoughts: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Background Pool:

Background: \_\_\_\_\_ Contributed by: \_\_\_\_\_ Rating: \_\_\_\_\_ Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_