

Dark Ages

FOLLOWERS OF SET™

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		

Other Traits

_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000

Road

_____0000000000000000

Aura: _____ ()

Willpower

_____0000000000000000

□ □ □ □ □ □ □ □ □ □

Bloodpool

□ □ □ □ □ □ □ □ □ □

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Points Per Turn: _____

Health

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

Weakness

Sunlight Inflicts Double Damage.
 +1 Dif. in Bright Light.

Experience

Dark Ages

FOLLOWERS OF SET™

MERITS & FLAWS

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

OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

Dark Ages

FOLLOWERS OF SET™

EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc.

BLOODBONDS

Bound To

Rating

Bound To

Rating

HAVEN

Location

Description
