

Dark Ages

SAMEDI

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

Road

0 0 0 0 0 0 0 0 0 0

Aura: _____ ()

Willpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Bloodpool

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Points Per Turn: _____

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

Corpselike & Decayed;
 They Carry the Stench of Death.
 Appearance 0: Can Never be Raised

Experience

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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: _____

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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

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HISTORY

Moments of Truth

Goals & Plots

DESCRIPTION

Age: _____
 Apparent Age: _____
 Date of Birth: _____
 R.I.P.: _____
 Hair: _____
 Eyes: _____
 Race: _____
 Nationality: _____
 Height: _____
 Weight: _____
 Sex: _____

Experience

Derangements

Total: _____
 Total Spent: _____
 Spent On: _____

Languages

COCTERIC INFORMATION

Name: _____	Clan: _____	Player: _____	Thoughts: _____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____