

# Dark Ages

## Oculi Dei

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Impulse:

Title:  
Chapter:  
Concept:

### Attributes

Physical

Social

Mental

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

### Abilities

Talents

Skills

Knowledges

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Legerdemain \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000  
Archery \_\_\_\_\_ 00000  
Commerce \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Ride \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

Academics \_\_\_\_\_ 00000  
Hearth Wisdom \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Seneschal \_\_\_\_\_ 00000  
Theology \_\_\_\_\_ 00000

### Advantages

Backgrounds

Virtues

Superior Virtues

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

Self-Control \_\_\_\_\_ 00000  
Conscience \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

Wisdom \_\_\_\_\_ 00000  
Faith \_\_\_\_\_ 00000  
Zeal \_\_\_\_\_ 00000

#### == Blessings & Curses ==

Blessings

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

Curses

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

Holy Art

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### ==== Piety ====

0 0 0 0 0 0 0 0 0 0

#### ==== Willpower ====

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

#### ==== Conviction ====

□ □ □ □ □ □ □ □ □ □

Callous?: \_\_\_\_\_

Banked Conviction: \_\_\_\_\_

#### ==== Health ====

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

#### ==== Experience ====

\_\_\_\_\_