

Dark Ages

The House of Murnau

Name:
Player:
Chronicle:

Nature:
Demeanor:
Impulse:

Title:
Chapter:
Concept:

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	Hearth Wisdom	_____00000
Brawl	_____00000	Commerce	_____00000	Investigation	_____00000
Dodge	_____00000	Crafts	_____00000	Law	_____00000
Empathy	_____00000	Etiquette	_____00000	Linguistics	_____00000
Expression	_____00000	Melee	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Leadership	_____00000	Ride	_____00000	Politics	_____00000
Legerdemain	_____00000	Stealth	_____00000	Seneschal	_____00000
Subterfuge	_____00000	Survival	_____00000	Theology	_____00000

Advantages

Backgrounds		Virtues		Superior Virtues	
_____	_____00000	Self-Control	_____00000	Wisdom	_____00000
_____	_____00000	Conscience	_____00000	Faith	_____00000
_____	_____00000	Courage	_____00000	Zeal	_____00000
_____	_____00000				

Other Traits

Interrogation	_____00000
Torture	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____00000
_____	_____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		<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

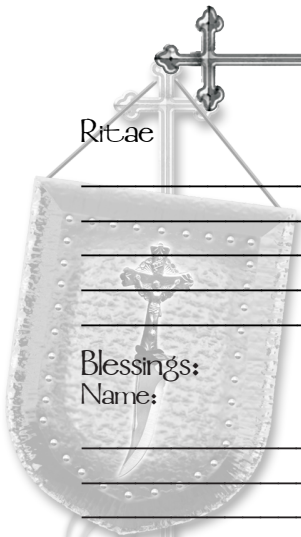
Dark Ages

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Merits & Flaws

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

Blessings & Curses



Ritae	Level	Holy Art	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

Blessings: Name:	Type:	Category:	Rank:	Book:	Page#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Curses: Name:	Type:	Category:	Rank:	Book:	Page#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Combat

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor
Class: _____
Rating: _____
Penalty: _____
Description: _____

Dark Ages

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Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Flock

Retainers

Influence

Status

Other (_____)

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Holy Armaments

Holy Relics

Chapter House

Location

Description

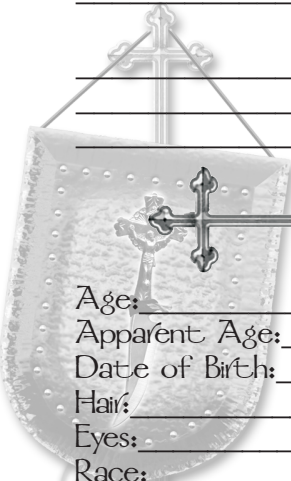
Dark Ages

The House of Murnau

History

Goals

Description



Age: _____

Apparent Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

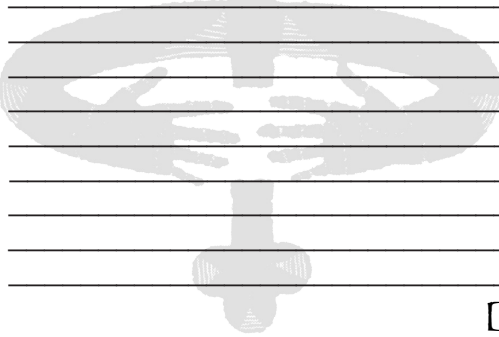
Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____



Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Languages

Chapter Information

Name: _____

Order: _____

Thoughts: _____

