

Dark Ages

CRUSNIK

The Shadow Hunt

Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Concept:

Lineage:
 Affective Generation:
 Gender:

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

Pillars	Foundation	Virtues
_____ 00000	_____	Conscience _____ 00000
_____ 00000	0 0 0 0 0	Self-Control _____ 00000
_____ 00000	Aura: _____ ()	Courage _____ 00000
_____ 00000		

Backgrounds	Road	Health
_____ 00000	_____	Bruised <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0	Hurt -1 <input type="checkbox"/>
_____ 00000	Aura: _____ ()	Injured -1 <input type="checkbox"/>
_____ 00000	Willpower	Wounded -2 <input type="checkbox"/>
_____ 00000	_____	Mauled -2 <input type="checkbox"/>
_____ 00000	_____	Crippled -5 <input type="checkbox"/>
_____ 00000	_____	Incapacitated <input type="checkbox"/>
_____ 00000	Bloodpool	Weakness
_____ 00000	_____	_____
_____ 00000	_____	Experience
_____ 00000	_____	_____
_____ 00000	Points Per Turn: _____	_____

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MERITS & FLAWS

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

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

RITUALS & PATHS

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

POSSESSIONS

Gear (Carried)	Equipment (Owned)
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Feeding Grounds	Misc.
_____	_____
_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____
