Dark Ages
Spirit-Talkers

NAME: NATURE: RANK:
PLAYER: DEMEANOR: FACTION:
CHRONICLE: CONCEPT: CABAL:

Attributes

Physical
Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

Social
Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

Mental
Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

Abilities

Talents
Alertness OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Dodge OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Leadership OOOOO
Subterfuge OOOOO

Skills
Animal Ken OOOOO
Archery OOOOO
Crafts OOOOO
Etiquette OOOOO
Herbalism OOOOO
Melee OOOOO
Performance OOOOO
Ride OOOOO
Stealth OOOOO
Survival OOOOO

Knowledges
Academics OOOOO
Cosmology OOOOO
Enigmas OOOOO
Hearth Wisdom OOOOO
Investigation OOOOO
Linguistics OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Theology OOOOO

Advantages

Backgrounds
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Foundation
Sensitivity
O O O O O

Aura: Eerie ( )

Pillars
Chieftain OOOOO
Trickster OOOOO
Warrior OOOOO
Wise One OOOOO

Merits & Flaws

Merit	Cost

Flaw	Bonus

Quintessence
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Points Per Turn: _____

Willpower
O O O O O O O O O O
☐☐☐☐☐☐☐☐☐☐

Backlash
Branding/Twilight

Health

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

Experience