Dark Ages
Old Faith

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

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Archery ○○○○○
Crafts ○○○○○
Etiquette ○○○○○
Herbalism ○○○○○
Melee ○○○○○
Performance ○○○○○
Ride ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Academics ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Hearth Wisdom ○○○○○
Investigation ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Theology ○○○○○

Advantages

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Foundation

Spontaneity
○ ○ ○ ○ ○

Aura: Brutality ( )

Pillars

Autumn ○○○○○
Spring ○○○○○
Summer ○○○○○
Winter ○○○○○

Merits & Flaws

Merit	Cost

Flaw	Bonus

Quintessence

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
Points Per Turn: _____

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Backlash

Branding/Twilight

Health

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

Experience