

Dark Ages VALDAERMEN

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

RANK:
FACTION:
CABAL:



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	Cosmology _____ 00000
Awareness _____ 00000	Crafts _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Hearth Wisdom _____ 00000
Dodge _____ 00000	Herbalism _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Performance _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Ride _____ 00000	Occult _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000



ADVANTAGES

Backgrounds	Foundation	Pillars
_____ 00000	_____	_____ 00000
_____ 00000	_____	_____ 00000
_____ 00000	0 0 0 0 0	_____ 00000
_____ 00000	Aura: _____ ()	_____ 00000
_____ 00000		_____ 00000

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw

Bonus

Quintessence

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Points Per Turn: _____

Willpower

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Backlash

Branding/Twilight

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