Dark ages
Mortal

Name: Player: Age:
Nature: Demeanor: Concept:
Title: Mentor: Chronicle:

Attributes

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

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

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

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Legerdemain ○○○○○
Subterfuge ○○○○○

Skills
Animal Ken ○○○○○
Archery ○○○○○
Commerce ○○○○○
Crafts ○○○○○
Etiquette ○○○○○
Melee ○○○○○
Performance ○○○○○
Ride ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges
Academics ○○○○○
Hearth Wisdom ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Seneschal ○○○○○
Theology ○○○○○

Advantages

Other Traits
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Virtues
Conscience ●○○○○
Self-Control ●○○○○
Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Bonus

Humanity
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

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

Experience