

# Dark Ages

## NO\$FERATU™

Name:  
 Player:  
 Chronicle:

Nature:  
 Demeanor:  
 Concept:

Generation:  
 Title:  
 Sire:

### ATTRIBUTES

Physical		Social		Mental	
Strength	_____ 00000000	Charisma	_____ 00000000	Perception	_____ 00000000
Dexterity	_____ 00000000	Manipulation	_____ 00000000	Intelligence	_____ 00000000
Stamina	_____ 00000000	Appearance	_____ 00000000	Wits	_____ 00000000

### ABILITIES

Talents		Skills		Knowledges	
Alertness	_____ 00000000	Animal Ken	_____ 00000000	Academics	_____ 00000000
Athletics	_____ 00000000	Archery	_____ 00000000	Hearth Wisdom	_____ 00000000
Brawl	_____ 00000000	Commerce	_____ 00000000	Investigation	_____ 00000000
Dodge	_____ 00000000	Crafts	_____ 00000000	Law	_____ 00000000
Empathy	_____ 00000000	Etiquette	_____ 00000000	Linguistics	_____ 00000000
Expression	_____ 00000000	Melee	_____ 00000000	Medicine	_____ 00000000
Intimidation	_____ 00000000	Performance	_____ 00000000	Occult	_____ 00000000
Leadership	_____ 00000000	Ride	_____ 00000000	Politics	_____ 00000000
Legerdemain	_____ 00000000	Stealth	_____ 00000000	Seneschal	_____ 00000000
Subterfuge	_____ 00000000	Survival	_____ 00000000	Theology	_____ 00000000

### ADVANTAGES

Disciplines		Backgrounds		Virtues	
_____	_____ 00000000	_____	_____ 00000000	Conscience/Conviction	_____ 000000
_____	_____ 00000000	_____	_____ 00000000	Self-Control/Instinct	_____ 000000
_____	_____ 00000000	_____	_____ 00000000	Courage	_____ 000000
_____	_____ 00000000	_____	_____ 00000000		
_____	_____ 00000000	_____	_____ 00000000		
_____	_____ 00000000	_____	_____ 00000000		

#### Merits & Flaws

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

#### Road

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

Aura: \_\_\_\_\_ (    )

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#### Willpower

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

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#### Bloodpool

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Points Per Turn: \_\_\_\_\_

#### Health

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

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#### Weakness

Appearance 0; Can never be raised

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#### Experience

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