

Dark Ages ASSAMITE™

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 | |

Other Traits

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Road

_____ 00000000
 _____ 00000000
 Aura: _____ ()

Willpower

_____ 00000000
 □ □ □ □ □ □ □ □ □ □

Bloodpool

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

Health

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

Weakness

Difficulty Hiding Arcane Nature;
 Attempts to detect magic on
 character are at -2 Dif.

Experience

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MERITS & FLAWS

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

OTHER TRAITS

| | | | | | |
|-------|----------|-------|----------|-------|----------|
| _____ | 00000000 | _____ | 00000000 | _____ | 00000000 |
| _____ | 00000000 | _____ | 00000000 | _____ | 00000000 |
| _____ | 00000000 | _____ | 00000000 | _____ | 00000000 |

RITUALS & PATHS

| Ritual | Level | Path | |
|--------|-------|-------|-------|
| _____ | _____ | _____ | 00000 |
| _____ | _____ | _____ | 00000 |
| _____ | _____ | _____ | 00000 |
| _____ | _____ | _____ | 00000 |
| _____ | _____ | _____ | 00000 |
| _____ | _____ | _____ | 00000 |

DISCIPLINE TECHNIQUES

| Name: | Source/ Page: | System: |
|-------|---------------|---------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

COMBAT

| Weapon/ Attack | Diff. | Damage | Range | Rate | Ammo | Conceal |
|----------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

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Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other (_____)



Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc.



Bound To

Rating

Bound To

Rating



Location

Description

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HISTORY

Moments of Truth

Goals & Plots

DESCRIPTION

Age: _____
Apparent Age: _____
Date of Birth: _____
R.I.P.: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Experience

Derangements

Total: _____
Total Spent: _____
Spent On: _____

Languages

COCTERIC INFORMATION

Name: _____ Clan: _____ Player: _____ Thoughts: _____
