

Dark Ages TREMERE

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 _____ 00000000 _____ 00000000 | Road _____ 0 0 0 0 0 0 0 0 0 0 Aura: _____ () Willpower _____ 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □ Bloodpool _____ □ Points Per Turn: _____ | Health Bruised _____ □ Hurt -1 _____ □ Injured -1 _____ □ Wounded -2 _____ □ Mauled -2 _____ □ Crippled -5 _____ □ Incapacitated _____ □ Weakness _____ 1 step closer to Clan Blood Bond Experience _____ _____ |
|---|--|---|

Dark Ages TREMERE™

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: _____

Dark Ages TREMERE™



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
