

Dark Ages Inquisitor

Name:
Player:
Chronicle:

Nature:
Demeanor:
Impulse:

Order:
Chapter:
Concept:

Attributes

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Commerce _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Crafts _____ 00000	Law _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Seneschal _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000

Advantages

Backgrounds	Virtues	Superior Virtues
_____ 00000	Self-Control _____ 00000	Wisdom _____ 00000
_____ 00000	Conscience _____ 00000	Faith _____ 00000
_____ 00000	Courage _____ 00000	Zeal _____ 00000
_____ 00000		

== Blessings & Curses ==

Blessings

Curses

Holy Art

_____ 00000
_____ 00000
_____ 00000

==== Piety ====

0 0 0 0 0 0 0 0 0 0

==== Willpower ====

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

==== Conviction ====

□ □ □ □ □ □ □ □ □ □

Callous?: _____
Banked Conviction: _____

==== Health ====

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

==== Experience ====
