

# VALDAERMEN

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

RANK:  
FACTION:  
CABAL:



## ATTRIBUTES

### physical

### social

### MENTAL

|                 |       |                    |       |                    |       |
|-----------------|-------|--------------------|-------|--------------------|-------|
| Strength _____  | 00000 | Charisma _____     | 00000 | Perception _____   | 00000 |
| Dexterity _____ | 00000 | Manipulation _____ | 00000 | Intelligence _____ | 00000 |
| Stamina _____   | 00000 | Appearance _____   | 00000 | Wits _____         | 00000 |



## ABILITIES

### TALENTS

### skills

### KNOWLEDGES

|                    |       |                   |       |                     |       |
|--------------------|-------|-------------------|-------|---------------------|-------|
| Alertness _____    | 00000 | Animal Ken _____  | 00000 | Academics _____     | 00000 |
| Athletics _____    | 00000 | Archery _____     | 00000 | Cosmology _____     | 00000 |
| Awareness _____    | 00000 | Crafts _____      | 00000 | Enigmas _____       | 00000 |
| Brawl _____        | 00000 | Etiquette _____   | 00000 | Esoterica _____     | 00000 |
| Empathy _____      | 00000 | Herbalism _____   | 00000 | Hearth Wisdom _____ | 00000 |
| Expression _____   | 00000 | Melee _____       | 00000 | Investigation _____ | 00000 |
| Intimidation _____ | 00000 | Performance _____ | 00000 | Medicine _____      | 00000 |
| Leadership _____   | 00000 | Ride _____        | 00000 | Occult _____        | 00000 |
| Legerdemain _____  | 00000 | Stealth _____     | 00000 | Politics _____      | 00000 |
| Subterfuge _____   | 00000 | Survival _____    | 00000 | Theology _____      | 00000 |



## ADVANTAGES

### BACKGROUNDS

### FOUNDATION

### PILLARS

|       |       |                 |       |
|-------|-------|-----------------|-------|
| _____ | 00000 | _____           | 00000 |
| _____ | 00000 | _____           | 00000 |
| _____ | 00000 | 0 0 0 0 0       | _____ |
| _____ | 00000 | Aura: _____ ( ) | _____ |
| _____ | 00000 | _____           | 00000 |
| _____ | 00000 | _____           | 00000 |



### OTHER TRAITS

### QUINTESSENCE

### HEALTH

|       |       |   |               |    |                          |
|-------|-------|---|---------------|----|--------------------------|
| _____ | 00000 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Bruised       | -  | <input type="checkbox"/> |
| _____ | 00000 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Hurt          | -1 | <input type="checkbox"/> |
| _____ | 00000 | Points Per Turn: _____  | Injured       | -1 | <input type="checkbox"/> |
| _____ | 00000 | willpower   | Wounded       | -2 | <input type="checkbox"/> |
| _____ | 00000 | 0 0 0 0 0 0 0 0 0 0   | Mauled        | -2 | <input type="checkbox"/> |
| _____ | 00000 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Crippled      | -5 | <input type="checkbox"/> |
| _____ | 00000 | BACKLASH  | Incapacitated |    | <input type="checkbox"/> |

### BRANDING/TWILIGHT

### experience

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000



# VALDAERMEN

## MERITS & FLAWS

| MERIT | TYPE | COST | FLAW | TYPE | BONUS |
|-------|------|------|------|------|-------|
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |

## MAGIC

ROTES

ROTES

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

### TALISMANS:

| NAME: | SOURCE/PAGE: | SYSTEM: |
|-------|--------------|---------|
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |

### MAGICAL AIDES:

| NAME: | SOURCE/PAGE: | SYSTEM: |
|-------|--------------|---------|
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |
|       |              |         |

## COMBAT

| WEAPON/ ATTACK | DIFF. | DAMAGE | RANGE | RATE | AMMO | CONCEAL |
|----------------|-------|--------|-------|------|------|---------|
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |

ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# VALDAERMEN

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

---

---

CRAY

---

---

FAMILIAR

---

---

INFLUENCE

---

---

LIBRARY

---

---

MENTOR

---

---

SERVANTS

---

---

RESOURCES

---

---

OTHER ( \_\_\_\_\_ )

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## POSSESSIONS

GEAR (CARRIED)

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FOCI

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EQUIPMENT (OWNED)

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MISC.

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## CHANTRY

LOCATION

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DESCRIPTION

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## SANCTUM

LOCATION

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DESCRIPTION

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# VALDAERMEN

## history

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## GOALS/destiny

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## description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## VISUALS

CABAL CHART

CHARACTER SKETCH

