

the World of Darkness

DARK AGES

Name:
Age:
Player:

Concept:
Virtue:
Vice:

Chronicle:
Faction:
Group Name:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

Mental

(-3 unskilled)

Academics _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Heath Wisdom _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Theology _____ 00000

Physical

(-1 unskilled)

Archery _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Larceny _____ 00000
Ride _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

Merits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Health

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

Willpower

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

Morality

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Flaws

Size _____

Speed _____

Initiative Mod _____

Defense _____

Armor _____

Weapons

Dice Mod.

Equipment

Dice Mod.

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

DARK AGES

OTHER TRAITS

Merits		Skills		Skills	
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Experience

Total: _____

Gained From:

Experience

Total Spent: _____

Spent On:

Languages

Derangements

COMBAT

Weapon	Dice Mod.	Range	Rate	Conceal	Quiver

Armor

DARK AGES

EXPANDED MERITS

Allies

Contacts

Fame

Other(_____)

Meritor

Resources

Retainer

Other(_____)

POSSESSIONS

Gear(Carried)

Misc.

Equipment(Owned)

Misc.

RESIDENCE

Location

Description

DARK AGES

HISTORY

APPEARANCE

Age: _____

Apparent Age: _____

Date Of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

Group Chart

Character Sketch

