

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)	Physical (-1 unskilled)	Social (-1 unskilled)
Academics _____ 00000	Archery _____ 00000	Animal Ken _____ 00000
Crafts _____ 00000	Athletics _____ 00000	Empathy _____ 00000
Investigation _____ 00000	Brawl _____ 00000	Expression _____ 00000
Heath Wisdom _____ 00000	Larceny _____ 00000	Intimidation _____ 00000
Medicine _____ 00000	Ride _____ 00000	Persuasion _____ 00000
Occult _____ 00000	Stealth _____ 00000	Socialize _____ 00000
Politics _____ 00000	Survival _____ 00000	Streetwise _____ 00000
Theology _____ 00000	Weaponry _____ 00000	Subterfuge _____ 00000

OTHER TRAITS

Merits	Health	Spiritual Attributes
_____ 00000	0 0 0 0 0 0 0 0 0 0 0 0	_____ 00000
_____ 00000	□ □ □ □ □ □ □ □ □ □ □ □	_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000
_____ 00000		_____ 00000

Willpower

0 0 0 0 0 0 0 0 0 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

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OTHER TRAITS

Merits

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

Skills

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

Skills

_____	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

