

# Dark Ages MORTAL

Name: Anahita Khaldun

Player:

Age: 29

Nature: Visionary

Demeanor: Caregiver

Concept: Master Artisan

Title: Seraphic Sculptor

Mentor: Roshan Meskhenet

Chronicle:

## ATTRIBUTES

### Physical

Strength \_\_\_\_\_ ●●○○○  
Dexterity \_\_\_\_\_ ●●●○○  
Stamina \_\_\_\_\_ ●●○○○

### Social

Charisma \_\_\_\_\_ ●●○○○  
Manipulation \_\_\_\_\_ ●●○○○  
Appearance \_\_\_\_\_ ●●○○○

### Mental

Perception \_\_\_\_\_ ●●●○○  
Intelligence \_\_\_\_\_ ●●○○○  
Wits \_\_\_\_\_ ●●●○○

## ABILITIES

### Talents

Alertness \_\_\_\_\_ ●○○○○  
Athletics \_\_\_\_\_ ●○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Dodge \_\_\_\_\_ ●○○○○  
Empathy \_\_\_\_\_ ●○○○○  
Expression \_\_\_\_\_ ●●●○○  
Intimidation \_\_\_\_\_ ●○○○○  
Leadership \_\_\_\_\_ ●○○○○  
Legerdemain \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ●●○○○

### Skills

Animal Ken \_\_\_\_\_ ○○○○○  
Archery \_\_\_\_\_ ●○○○○  
Commerce \_\_\_\_\_ ●●○○○  
Crafts \_\_\_\_\_ ●●●○○  
Etiquette \_\_\_\_\_ ●○○○○  
Melee \_\_\_\_\_ ●○○○○  
Performance \_\_\_\_\_ ●●●○○  
Ride \_\_\_\_\_ ●○○○○  
Stealth \_\_\_\_\_ ●○○○○  
Survival \_\_\_\_\_ ●○○○○

### Knowledges

Academics \_\_\_\_\_ ●○○○○  
Hearth Wisdom \_\_\_\_\_ ●○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Law \_\_\_\_\_ ●●○○○  
Linguistics \_\_\_\_\_ ●○○○○  
Medicine \_\_\_\_\_ ●○○○○  
Occult \_\_\_\_\_ ●○○○○  
Politics \_\_\_\_\_ ●○○○○  
Seneschal \_\_\_\_\_ ●○○○○  
Theology \_\_\_\_\_ ●○○○○

## ADVANTAGES

### Other Traits

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### Backgrounds

Allies \_\_\_\_\_ ●○○○○  
Contacts \_\_\_\_\_ ●●○○○  
Resources \_\_\_\_\_ ●●●○○  
Status \_\_\_\_\_ ●●○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### Virtues

Conscience \_\_\_\_\_ ●●●○○  
Self-Control \_\_\_\_\_ ●●○○○  
Courage \_\_\_\_\_ ●●●○○

## Merits & Flaws

Merit	Cost
Natural Artist	1-pt.
Mentor	3-pt.
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
Troubled Past	3-pt.
Addiction	2-pt.
_____	_____
_____	_____
_____	_____
_____	_____

## Humanity

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## Willpower

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□ □ □ □ □ □ □ □ □ □

## Health

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

## Experience