

# Dark Ages Mortal

Name: Anahita Khaldun  
Player:  
Age: 29

Nature: Visionary  
Demeanor: Caregiver  
Concept: Master Artisan

Title: Seraphic Sculptor  
Mentor: Roshan Meskenet  
Chronicle:

## ATTRIBUTES

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

## ABILITIES

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

## ADVANTAGES

Other Traits	Backgrounds	Virtues
_____ ○○○○○	Allies _____ ●○○○○	Conscience _____ ●●●●○
_____ ○○○○○	Contacts _____ ●●○○○	Self-Control _____ ●●○○○
_____ ○○○○○	Resources _____ ●●●○○	Courage _____ ●●●●○
_____ ○○○○○	Status _____ ●●○○○	
_____ ○○○○○	_____ ○○○○○	
_____ ○○○○○	_____ ○○○○○	

## Merits & Flaws

Merit	Cost
Natural Artist	1-pt.
Mentor	3-pt.
_____	_____
_____	_____
_____	_____
Flaw	Bonus
Troubled Past	3-pt.
Addiction	2-pt.
_____	_____
_____	_____
_____	_____

## Humanity

● ● ● ● ● ● ● 0 0 0 0

## Willpower

● ● ● ● ● ● ● 0 0 0 0

Bruised	<input type="checkbox"/>
Hurt	- 1 <input type="checkbox"/>
Injured	- 1 <input type="checkbox"/>
Wounded	- 2 <input type="checkbox"/>
Mauled	- 2 <input type="checkbox"/>
Crippled	- 5 <input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

## Experience