

Dark Ages MORTAL

Name: Ishtar Ashurinu
Player:
Age: 38

Nature: Visionary
Demeanor: Chameleon
Concept: Occult Merchant

Title: The Enigmatic Maven of Sh:
Mentor:
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
Intuition _____ ●●●○○	Allies _____ ●●○○○	Conscience _____ ●●●○○
Negotiation _____ ●●●○○	Contacts _____ ●●●○○	Self-Control _____ ●●●○○
Diplomacy _____ ●●●○○	Resources _____ ●●●○○	Courage _____ ●●●○○
_____ ○○○○○	Status _____ ●●○○○	
_____ ○○○○○	_____ ○○○○○	
_____ ○○○○○	_____ ○○○○○	

Merits & Flaws

Merit	Cost
Eidetic Memory	1-pt.
Iron Will	3-pt.
_____	_____
_____	_____
_____	_____

Flaw	Bonus
Demon-Hounded	4-pt.
_____	_____
_____	_____
_____	_____
_____	_____

Humanity

● ● ● ● ● ● ● ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○ ○

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