

Dark Ages MORTAL

Name: Ashur-Rabi
Player:
Age: Middle-aged

Nature: Visionary
Demeanor: Capitalist
Concept: Aristocratic Financier

Title: Lord
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
_____ ○○○○○	Allies _____ ●●○○○	Conscience _____ ●●●○○
_____ ○○○○○	Contacts _____ ●●●○○	Self-Control _____ ●●●○○
_____ ○○○○○	Resources _____ ●●●●○	Courage _____ ●●●●○
_____ ○○○○○	Retainers _____ ●●○○○	
_____ ○○○○○	Status _____ ●●●○○	
_____ ○○○○○	_____ ○○○○○	

Merits & Flaws

Merit	Cost
Light Sleeper	2-pt.
Lucky	3-pt.
_____	_____
_____	_____
_____	_____
Flaw	Bonus
Enemy	3-pt.
Hunted	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