

# Dark Ages MORTAL™

Name: Ashur-Rabi

Player:

Age: Middle-aged

Nature: Visionary

Demeanor: Capitalist

Concept: Aristocratic Financier

Title: Lord

Mentor:

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

## ADVANTAGES

### Other Traits

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

### Backgrounds

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

### Virtues

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

## Merits & Flaws

Merit	Cost
Light Sleeper	2-pt.
Lucky	3-pt.
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
Enemy	3-pt.
Hunted	4-pt.
_____	_____
_____	_____
_____	_____
_____	_____

## Humanity

● ● ● ● ● ○ ○ ○ ○

## Willpower

● ● ● ● ● ○ ○ ○ ○  
□ □ □ □ □ □ □ □ □

## Health

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

## Experience