

Karaktärsblad

till

Dimmornas Drottning

# VAMPIRE™

## THE DARK AGES

NAME: *Alexander da Acqui*  
 PLAYER:  
 CHRONICLE: *Dimmornas Drottning*

NATURE: *Caretaker*  
 Demeanor: *Caretaker*  
 CLAN: *Toreador*

GENERATION: *8th*  
 HAVEN:  
 CONCEPT:

### ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●○○○	Charisma	●●●○○○	Perception	●●●○○○
Dexterity <i>(Light touch)</i>	●●●○○○	Manipulation	●●●○○○	Intelligence	●●●○○○
Stamina	●●●○○○	Appearance	●●●○○○	Wits	●●●○○○

### ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○○	Animal Ken	●○○○○○	Academics	●●●○○○
Alertness	●○○○○○	Archery	○○○○○○	Hearth Wisdom	○○○○○○
Athletics	●●●○○○	Crafts	○○○○○○	Investigation	●●●○○○
Brawl	●●●○○○	Etiquette	●●●○○○	Law	○○○○○○
Dodge	●●●○○○	Herbalism	●●●○○○	Linguistics	●●●○○○
Empathy <i>(Emotions)</i>	●●●○○○	Melee	●○○○○○	Medicine	●●●○○○
Intimidation	●○○○○○	Music <i>(Chanting)</i>	●●●○○○	Occult	●●●○○○
Larceny	○○○○○○	Ride	●○○○○○	Politics	○○○○○○
Leadership	●○○○○○	Stealth	●●●○○○	Science	●●●○○○
Subterfuge	●○○○○○	Survival	○○○○○○	Seneschal	●○○○○○

### ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
<i>Auspex</i>	●●●○○○	<i>Generation</i>	●●●○○○	Conscience/Conviction	●●●○○○
<i>Presence</i>	●●●○○○	<i>Age</i>	●●○○○	Self-Control/Instinct	●●●○○○
<i>Celerity</i>	●●●○○○	<i>Mentor</i>	●●○○○	Courage	●●○○○
<i>Animalism</i>	●○○○○○	<i>Retainer</i>	●●○○○		
<i>Obfuscate</i>	●○○○○○		○○○○○		

### OTHER TRAITS

○○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○

### MERITS \ FLAWS

### ROAD

*of Humanitas*  
 ●●●●●●○○○○

### WILLPOWER

●●●●●●○○○○○○  
 □□□□□□□□□□

### BLOOD POOL

□□□□□□□□□□  
 □□□□□

May spend 3 blood pool / round

### HEALTH

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

### COMBAT

Weapon	Difficulty	Damage
<i>Staff</i>	4	<i>Str+2</i>

# VAMPIRE™

## THE DARK AGES

NAME: *Aelfred aus Fallsbrück* NATURE: *Survivor* GENERATION: —  
 PLAYER: DEMEANOR: *Penitent* HAVEN: —  
 CHRONICLE: *Dimmornas Drottning* CLAN: *Toreador ghoul* CONCEPT:

### ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●○○○	Charisma	●●●○○○	Perception	●●●○○○
Dexterity	●○○○○○	Manipulation	●●○○○○	Intelligence	●●●○○○
Stamina	●●●○○○	Appearance	●●○○○○	Wits	●●●○○○

### ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○○	Animal Ken	○○○○○○	Academics	●●○○○○
Alertness	●●●○○○	Archery	○○○○○○	Hearth Wisdom	●○○○○○
Athletics	○○○○○○	Crafts ( <i>Painting</i> )	●●●●●●	Investigation	●●○○○○
Brawl	●●●○○○	Etiquette	●○○○○○	Law	○○○○○○
Dodge	●○○○○○	Herbalism	○○○○○○	Linguistics	●●○○○○
Empathy	●○○○○○	Melee	●●○○○○	Medicine	●○○○○○
Intimidation	●●●○○○	Music	●○○○○○	Occult	●●○○○○
Larceny	○○○○○○	Ride	●○○○○○	Politics	○○○○○○
Leadership	○○○○○○	Stealth	●●○○○○	Science	○○○○○○
Subterfuge	●●●○○○	Survival	●○○○○○	Seneschal	○○○○○○

### ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
<i>Auspex</i>	●○○○○○	<i>Diabolic Investment</i>	●●●○○○	Conscience/Conviction	●●○○○○
<i>Presence</i>	●○○○○○	<i>Status</i>	●●○○○	Self-Control/Instinct	●●●○○○
	○○○○○○	<i>Mentor</i>	●●○○○	Courage	●●○○○○
	○○○○○○	<i>Allies</i>	●○○○○		
	○○○○○○		○○○○○		

### OTHER TRAITS

○○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○

### MERITS\FLAWS

### ROAD

*of Humanitas*  
 ●●●●○○○○○○○

### WILLPOWER

●●●●●●○○○○○  
 □□□□□□□□□□

### HEALTH

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

### COMBAT

Weapon	Difficulty	Damage
<i>Staff</i>	4	<i>Str.+2</i>

# VAMPIRE™

## THE DARK AGES

NAME: *Harald Torkildsson* NATURE: *Tyrant / Penitent* GENERATION: *9th.*  
 PLAYER: Demeanor: *Tyrant / Penitent* HAVEN:  
 CHRONICLE: *Dimmornas Drottning* CLAN: *Catiff / (Gangrel)* CONCEPT: *Cursed*

### ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●●●●●●	Charisma _____ ●●●●●●	Perception _____ ●●●●●●
Dexterity _____ ●●●●●●	Manipulation _____ ●●●●●●	Intelligence _____ ●●●●●●
Stamina _____ ●●●●●●	Appearance _____ ●●●●●●	Wits _____ ●●●●●●

### ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting _____ ○○○○○○	Animal Ken _____ ●○○○○○	Academics _____ ○○○○○○
Alertness _____ ●●●○○○	Archery _____ ●●●○○○	Hearth Wisdom _____ ●○○○○○
Athletics _____ ●●●○○○	Crafts _____ ○○○○○○	Investigation _____ ●○○○○○
Brawl _____ ●●●○○○	Etiquette _____ ●○○○○○	Law _____ ●●●○○○
Dodge _____ ●●●○○○	Herbalism _____ ○○○○○○	Linguistics _____ ●○○○○○
Empathy _____ ○○○○○○	Melee ( <i>Sword&amp;Shield</i> ) _____ ●●●●●●	Medicine _____ ○○○○○○
Intimidation _____ ●●●○○○	Music _____ ○○○○○○	Occult _____ ○○○○○○
Larceny _____ ○○○○○○	Ride ( <i>Mounted combat</i> ) _____ ●●●●●●	Politics _____ ●○○○○○
Leadership _____ ●●●○○○	Stealth _____ ●●●○○○	Science _____ ○○○○○○
Subterfuge _____ ○○○○○○	Survival _____ ●●●○○○	Seneschal _____ ●○○○○○

### ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
<i>Protean</i> _____ ●●●●●●	<i>Generation</i> _____ ●●●○○○	Conscience/ <i>Conviction</i> _____ ●●●○○○
<i>Fortitude</i> _____ ●●●○○○	<i>Influence</i> _____ ●●●○○○	Self-Control/ <i>Instinct</i> _____ ●●●○○○
<i>Potence</i> _____ ●○○○○○	<i>Status</i> _____ ●○○○○○	Courage _____ ●●●○○○
_____ ○○○○○○	_____ ○○○○○○	
_____ ○○○○○○	_____ ○○○○○○	

### OTHER TRAITS

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

### MERITS \ FLAWS

*Nightmares (Daymares)*

### ROAD

*of Humanitas*

●●●○○○○○○○○○

### WILLPOWER

●●●●○○○○○○○

□□□□□□□□□□

### BLOOD POOL

□□□□□□□□□□

□□□□

May spend 2 blood pool / round

### HEALTH

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

### COMBAT

Weapon	Difficulty	Damage

# VAMPIRE™

## THE DARK AGES

NAME: *Syster Maria*

NATURE: *Celebrant*

GENERATION: *9 th.*

PLAYER:

DEMEANOR: *Fanatic*

HAVEN:

CHRONICLE: *Dimmornas Drottning*

CLAN: *?? / (Malkav)*

AGE: *20 / 45*

### ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●●●●●●	Charisma _____ ●●●●●●	Perception _____ ●●●●●●
Dexterity _____ ●●●●●●	Manipulation _____ ●●●●●●	Intelligence _____ ●●●●●●
Stamina _____ ●●●●●●	Appearance _____ ●●●●●●	Wits _____ ●●●●●●

### ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting _____ ●●●●●●	Animal Ken _____ ○○○○○○	Academics ( <i>Theology</i> ) _____ ●●●●●●
Alertness _____ ●●●●●●	Archery _____ ○○○○○○	Hearth Wisdom _____ ●○○○○○
Athletics _____ ○○○○○○	Crafts _____ ○○○○○○	Investigation _____ ●○○○○○
Brawl _____ ●○○○○○	Etiquette _____ ○○○○○○	Law _____ ○○○○○○
Dodge _____ ●○○○○○	Herbalism _____ ●●○○○○	Linguistics _____ ●●○○○○
Empathy _____ ●●●○○○	Melee _____ ○○○○○○	Medicine _____ ○○○○○○
Intimidation _____ ●●○○○○	Music _____ ●○○○○○	Occult _____ ●○○○○○
Larceny _____ ○○○○○○	Ride _____ ○○○○○○	Politics _____ ○○○○○○
Leadership _____ ●○○○○○	Stealth _____ ●●●○○○	Science _____ ○○○○○○
Subterfuge _____ ●●○○○○	Survival _____ ○○○○○○	Seneschal _____ ●○○○○○

### ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
<i>Auspex</i> _____ ●●●○○○	<i>Generation</i> _____ ●●●○○○	<del>Conscience/Conviction</del> _____ ●●●○○○
<i>Fortitude</i> _____ ●●○○○○	<i>Contacts</i> _____ ●○○○○○	Self-Control/ <del>Instinct</del> _____ ●●●○○○
<i>Dominate</i> _____ ●○○○○○	_____ ○○○○○○	Courage _____ ●●●○○○
<i>Obfuscate</i> _____ ●○○○○○	_____ ○○○○○○	
<i>Presence</i> _____ ●○○○○○	_____ ○○○○○○	

#### OTHER TRAITS

<i>True Faith</i> _____ ●●○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

#### MERITS/FLAWS

#### ROAD

<i>of Salvation</i>
●●●●●●●●●●●●●●●●

#### WILLPOWER

●●●●●●●●○○○○
□□□□□□□□□□□□

#### BLOOD POOL

□□□□□□□□□□□□
□□□□

May spend 2 blood pool / round

#### HEALTH

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

#### COMBAT

Weapon	Difficulty	Damage

## VAMPIRE THE DARK AGES

NAME: *Niclis Gislesson* NATURE: *Autocat* GENERATION:   
 PLAYER:  Demeanor: *Judge* Haven:   
 Chronicle: *Dimmornas Drottning* Clan: *Mortal* Age:

---

### ATTRIBUTES

<b>PHYSICAL</b>	<b>SOCIAL</b>	<b>MENTAL</b>
Strength ●●●●●●	Charisma ●●●●●●	Perception ●●●●●●
Dexterity ●●●●●●	Manipulation ●●●●●●	Intelligence ●●●●●●
Stamina ●●●●●●	Appearance ●●●●●●	Wits ●●●●●●

---

### ABILITIES

<b>TALENTS</b>	<b>SKILLS</b>	<b>KNOWLEDGES</b>
Acting ●●●●●●	Animal Ken ●●●●●●	Academics <i>(History)</i> ●●●●●●
Alertness ●●●●●●	Archery ●●●●●●	Hearth Wisdom ●●●●●●
Athletics ●●●●●●	Crafts ●●●●●●	Investigation ●●●●●●
Brawl ●●●●●●	Etiquette ●●●●●●	Law ●●●●●●
Dodge ●●●●●●	Herbalism ●●●●●●	Linguistics ●●●●●●
Empathy ●●●●●●	Melee ●●●●●●	Medicine ●●●●●●
Intimidation ●●●●●●	Music ●●●●●●	Occult ●●●●●●
Larceny ●●●●●●	Ride ●●●●●●	Politics <i>(Church)</i> ●●●●●●
Leadership ●●●●●●	Stealth ●●●●●●	Science ●●●●●●
Subterfuge ●●●●●●	Survival ●●●●●●	Seneschal ●●●●●●

---

### ADVANTAGES

<b>DISCIPLINES</b>	<b>BACKGROUNDS</b>	<b>VIRTUES</b>
●●●●●●	●●●●●●	Conscience/Conviction ●●●●●●
●●●●●●	●●●●●●	Self-Control/Instinct ●●●●●●
●●●●●●	●●●●●●	Courage ●●●●●●
●●●●●●	●●●●●●	

---

### OTHER TRAITS

●●●●●●	<b>ROAD</b>	<b>HEALTH</b>
●●●●●●	●●●●●●●●●●	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"/>

---

### MERITS/FLAWS

●●●●●●	<b>BLOOD POOL</b>	<b>COMBAT</b>
●●●●●●	●●●●●●●●●●	Weapon Difficulty Damage
●●●●●●	●●●●●●●●●●	
●●●●●●	●●●●●●●●●●	
●●●●●●	●●●●●●●●●●	

## VAMPIRE THE DARK AGES

NAME: *Drottning Onnia* NATURE: *Survivor* GENERATION: *6th*  
 PLAYER: *NPC* Demeanor:  Haven: *Omberget*  
 Chronicle: *Dimmornas Drottning* Clan: *???* Age: *20-25 / ??*

---

### ATTRIBUTES

<b>PHYSICAL</b>	<b>SOCIAL</b>	<b>MENTAL</b>
Strength ●●●●●●	Charisma ●●●●●●	Perception ●●●●●●
Dexterity ●●●●●●	Manipulation ●●●●●●	Intelligence ●●●●●●
Stamina ●●●●●●	Appearance ●●●●●●	Wits ●●●●●●

---

### ABILITIES

<b>TALENTS</b>	<b>SKILLS</b>	<b>KNOWLEDGES</b>
Acting ●●●●●●	Animal Ken ●●●●●●	Academics ●●●●●●
Alertness ●●●●●●	Archery ●●●●●●	Hearth Wisdom ●●●●●●
Athletics ●●●●●●	Crafts ●●●●●●	Investigation ●●●●●●
Brawl ●●●●●●	Etiquette ●●●●●●	Law ●●●●●●
Dodge ●●●●●●	Herbalism ●●●●●●	Linguistics ●●●●●●
Empathy ●●●●●●	Melee <i>(Spear)</i> ●●●●●●	Medicine ●●●●●●
Intimidation ●●●●●●	Music ●●●●●●	Occult ●●●●●●
Larceny ●●●●●●	Ride ●●●●●●	Politics ●●●●●●
Leadership ●●●●●●	Stealth ●●●●●●	Science ●●●●●●
Subterfuge ●●●●●●	Survival ●●●●●●	Seneschal ●●●●●●

---

### ADVANTAGES

<b>DISCIPLINES</b>	<b>BACKGROUNDS</b>	<b>VIRTUES</b>
<i>Protean</i> ●●●●●●	<i>Generation</i> ●●●●●●	Conscience/Conviction ●●●●●●
<i>Animalism</i> ●●●●●●	<i>Age</i> ●●●●●●	Self-Control/Instinct ●●●●●●
<i>Dominant</i> ●●●●●●	<i>Relainers</i> ●●●●●●	Courage ●●●●●●
<i>Fortitude</i> ●●●●●●	●●●●●●	
<i>Celerity</i> ●●●●●●	●●●●●●	

---

### OTHER TRAITS

●●●●●●	<b>ROAD</b>	<b>HEALTH</b>
<i>Kindred Lore</i> ●●●●●●	<i>of Lilith</i>	Bruised <input type="checkbox"/>
<i>Tracking</i> ●●●●●●	●●●●●●●●●●	Hurt -1 <input type="checkbox"/>
<i>Faerie Lore</i> ●●●●●●	●●●●●●●●●●	Injured -1 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Wounded -2 <input type="checkbox"/>
<i>Chimney</i> ●●●●●●	●●●●●●●●●●	Mauled -2 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Crippled -5 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Incapacitated <input type="checkbox"/>

---

### MERITS/FLAWS

●●●●●●	<b>BLOOD POOL</b>	<b>COMBAT</b>
●●●●●●	●●●●●●●●●●	Weapon Difficulty Damage
●●●●●●	●●●●●●●●●●	<i>Spear</i> 6 Str+4
●●●●●●	●●●●●●●●●●	
●●●●●●	●●●●●●●●●●	

*May spend 6 blood pool / round*

## VAMPIRE THE DARK AGES

NAME: *Bernardi di Cornelio* NATURE: *Survivor* GENERATION: *7th*  
 PLAYER:  Demeanor: *Defender* Haven: *Alvastra*  
 Chronicle:  Clan: *Lasonibra* Concept:

---

### ATTRIBUTES

<b>PHYSICAL</b>	<b>SOCIAL</b>	<b>MENTAL</b>
Strength ●●●●●●	Charisma ●●●●●●	Perception ●●●●●●
Dexterity ●●●●●●	Manipulation ●●●●●●	Intelligence ●●●●●●
Stamina ●●●●●●	Appearance ●●●●●●	Wits ●●●●●●

---

### ABILITIES

<b>TALENTS</b>	<b>SKILLS</b>	<b>KNOWLEDGES</b>
Acting ●●●●●●	Animal Ken ●●●●●●	Academics ●●●●●●
Alertness ●●●●●●	Archery ●●●●●●	Hearth Wisdom ●●●●●●
Athletics ●●●●●●	Crafts ●●●●●●	Investigation ●●●●●●
Brawl ●●●●●●	Etiquette ●●●●●●	Law ●●●●●●
Dodge ●●●●●●	Herbalism ●●●●●●	Linguistics ●●●●●●
Empathy ●●●●●●	Melee ●●●●●●	Medicine ●●●●●●
Intimidation ●●●●●●	Music ●●●●●●	Occult ●●●●●●
Larceny ●●●●●●	Ride ●●●●●●	Politics ●●●●●●
Leadership ●●●●●●	Stealth ●●●●●●	Science ●●●●●●
Subterfuge ●●●●●●	Survival ●●●●●●	Seneschal ●●●●●●

---

### ADVANTAGES

<b>DISCIPLINES</b>	<b>BACKGROUNDS</b>	<b>VIRTUES</b>
<i>Obteneration</i> ●●●●●●	<i>Generation</i> ●●●●●●	Conscience/Conviction ●●●●●●
<i>Dominant</i> ●●●●●●	<i>Age</i> ●●●●●●	Self-Control/Instinct ●●●●●●
<i>Potency</i> ●●●●●●	<i>Resources</i> ●●●●●●	Courage ●●●●●●
<i>Auspex</i> ●●●●●●	<i>Status</i> ●●●●●●	
<i>Celerity</i> ●●●●●●	<i>Influence</i> ●●●●●●	

---

### OTHER TRAITS

●●●●●●	<b>ROAD</b>	<b>HEALTH</b>
<i>Protean</i> ●●●●●●	<i>of Humanitas</i>	Bruised <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Hurt -1 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Injured -1 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Wounded -2 <input type="checkbox"/>
<i>Kindred Lore</i> ●●●●●●	●●●●●●●●●●	Mauled -2 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Crippled -5 <input type="checkbox"/>
●●●●●●	●●●●●●●●●●	Incapacitated <input type="checkbox"/>

---

### MERITS/FLAWS

●●●●●●	<b>BLOOD POOL</b>	<b>COMBAT</b>
<i>Coward</i>	●●●●●●●●●●	Weapon Difficulty Damage
●●●●●●	●●●●●●●●●●	
●●●●●●	●●●●●●●●●●	
●●●●●●	●●●●●●●●●●	

## VAMPIRE THE DARK AGES

NAME: *Biskopens Knektar* NATURE: *Survivor* GENERATION:   
 PLAYER: *NPC* Demeanor: *Serious* Haven:   
 Chronicle:  Clan: *Mortal* Age:

---

### ATTRIBUTES

<b>PHYSICAL</b>	<b>SOCIAL</b>	<b>MENTAL</b>
Strength ●●●●●●	Charisma ●●●●●●	Perception ●●●●●●
Dexterity ●●●●●●	Manipulation ●●●●●●	Intelligence ●●●●●●
Stamina ●●●●●●	Appearance ●●●●●●	Wits ●●●●●●

---

### ABILITIES

<b>TALENTS</b>	<b>SKILLS</b>	<b>KNOWLEDGES</b>
Acting ●●●●●●	Animal Ken ●●●●●●	Academics ●●●●●●
Alertness ●●●●●●	Archery ●●●●●●	Hearth Wisdom ●●●●●●
Athletics ●●●●●●	Crafts ●●●●●●	Investigation ●●●●●●
Brawl ●●●●●●	Etiquette ●●●●●●	Law ●●●●●●
Dodge ●●●●●●	Herbalism ●●●●●●	Linguistics ●●●●●●
Empathy ●●●●●●	Melee ●●●●●●	Medicine ●●●●●●
Intimidation ●●●●●●	Music ●●●●●●	Occult ●●●●●●
Larceny ●●●●●●	Ride ●●●●●●	Politics ●●●●●●
Leadership ●●●●●●	Stealth ●●●●●●	Science ●●●●●●
Subterfuge ●●●●●●	Survival ●●●●●●	Seneschal ●●●●●●

---

### ADVANTAGES

<b>DISCIPLINES</b>	<b>BACKGROUNDS</b>	<b>VIRTUES</b>
●●●●●●	●●●●●●	Conscience/Conviction ●●●●●●
●●●●●●	●●●●●●	Self-Control/Instinct ●●●●●●
●●●●●●	●●●●●●	Courage ●●●●●●
●●●●●●	●●●●●●	

---

### OTHER TRAITS

●●●●●●	<b>ROAD</b>	<b>HEALTH</b>
●●●●●●	<i>of Humanitas</i>	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"/>

---

### MERITS/FLAWS

●●●●●●	<b>BLOOD POOL</b>	<b>COMBAT</b>
●●●●●●	●●●●●●●●●●	Weapon Difficulty Damage
●●●●●●	●●●●●●●●●●	<i>Broadsword</i> 6 Str+4
●●●●●●	●●●●●●●●●●	<i>Spear</i> 7 Str+3
●●●●●●	●●●●●●●●●●	

*Wearing heavy leather or chainmail armor. Armor rating 3.*