Dark ages VAMPIRE

Name: Nature: Clan:
Player: Demeanor: Generation:
Chronicle: Concept: Sire:

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 ○○○○○
Hearth Wisdom ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Seneschal ○○○○○
Theology ○○○○○

ADVANTAGES

Disciplines

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Virtues

Conscience/Conviction ●○○○○
Self-Control/Instinct ●○○○○
Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Bonus

Road

_____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Aura:_____( )

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bloodpool

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Points Per Turn:_____

Health

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

Weakness

Experience