

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength_____00000000	Charisma_____00000000	Perception_____00000000
Dexterity_____00000000	Manipulation_____00000000	Intelligence_____00000000
Stamina_____00000000	Appearance_____00000000	Wits_____00000000

ABILITIES

Talents	Skills	Knowledges
Alertness_____00000000	Animal Ken_____00000000	Academics_____00000000
Athletics_____00000000	Archery_____00000000	Hearth Wisdom_____00000000
Brawl_____00000000	Commerce_____00000000	Investigation_____00000000
Dodge_____00000000	Crafts_____00000000	Law_____00000000
Empathy_____00000000	Etiquette_____00000000	Linguistics_____00000000
Expression_____00000000	Melee_____00000000	Medicine_____00000000
Intimidation_____00000000	Performance_____00000000	Occult_____00000000
Leadership_____00000000	Ride_____00000000	Politics_____00000000
Legerdemain_____00000000	Stealth_____00000000	Seneschal_____00000000
Subterfuge_____00000000	Survival_____00000000	Theology_____00000000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____00000000	_____00000000	Conscience/Conviction_____000000
_____00000000	_____00000000	Self-Control/Instinct_____000000
_____00000000	_____00000000	Courage_____000000
_____00000000	_____00000000	
_____00000000	_____00000000	
_____00000000	_____00000000	

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Road

_____000000000000
 Aura:_____ ()

Willpower

_____000000000000

Bloodpool

Points Per Turn:_____

Health

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"/>

Weakness

Experience
