

Dark Ages VAMPIRE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

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

Disciplines	Backgrounds	Virtues
_____ ○○○○○○○○	_____ ○○○○○○○○	Conscience/Conviction _____ ●○○○○○
_____ ○○○○○○○○	_____ ○○○○○○○○	Self-Control/Instinct _____ ●○○○○○
_____ ○○○○○○○○	_____ ○○○○○○○○	Courage _____ ●○○○○○
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	

Other Traits

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

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_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

Road

_____ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Aura: _____ ()

Willpower

_____ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Bloodpool

□ □ □ □ □ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Points Per Turn: _____

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

Experience

Dark Ages VAMPIRE™

MERITS & FLAWS

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

OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

Dark Ages VAMPIRE™

EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc.

BLOODBONDS

Bound To

Rating

Bound To

Rating

HAVEN

Location

Description

Dark Ages VAMPIRE™

HISTORY

Moments of Truth

Goals & Plots

DESCRIPTION

Age: _____
Apparent Age: _____
Date of Birth: _____
R.I.P.: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Experience

Derangements

Total: _____
Total Spent: _____
Spent On: _____

Languages

COTERIE INFORMATION

Name:	Clan:	Player:	Thoughts:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____