

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	_____00000
_____	00000000	_____	00000000	Self-Control/Instinct	_____00000
_____	00000000	_____	00000000	Courage	_____00000
_____	00000000	_____	00000000		
_____	00000000	_____	00000000		
_____	00000000	_____	00000000		

Other Traits

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

Road

_____0 0 0 0 0 0 0 0 0 0
 Aura: _____()

Willpower

_____0 0 0 0 0 0 0 0 0 0

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	
		0000
		0000
		0000
		0000
		0000
		0000

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.

BLOOD BONDS

Bound To

Rating

Bound To

Rating

HAVENS

Location

Description

