

VAMPIRE™

THE DARK AGES

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 Demeanor:
 CLAN:

SIRE:
 GENERATION:
 HAVEN:

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 _____ ○○○○○○

OTHER TRAITS

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

ROAD

_____ ○○○○○○○○○○○○○

WILLPOWER

_____ ○○○○○○○○○○○○○
 _____ □□□□□□□□□□

BLOOD POOL

_____ □□□□□□□□□□
 _____ □□□□□□□□□□

HEALTH

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

WEAKNESS

VAMPIRE™

THE DARK AGES

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

EXPERIENCE

TOTAL:
GAINED FROM:

TOTAL SPENT:
SPENT ON:

DERANGEMENTS

NAME

DERANGEMENTS

NAME

COMBAT

Weapon	Difficulty	Damage	Conceal	Range	Rate	Strength

BRAWLING TABLE

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength+2
Kick	7	Strength +1
Body Slam	7	Special; see Options

ARMOR: _____

VAMPIRE™

THE DARK AGES

EXPANDED BACKGROUND

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVENS

LOCATION

DESCRIPTION

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THE DARK AGES

HISTORY

PRELUDE

TITLE

SIGNIFICANT ACCOMPLISHMENTS

APPEARANCE

Age	_____	_____
Apparent Age	_____	_____
Date of Birth	_____	_____
RIP	_____	_____
Hair	_____	_____
Eyes	_____	_____
Race	_____	_____
Nationality	_____	_____
Height	_____	_____
Weight	_____	_____
Sex	_____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

