

# VAMPIRE: THE VICTORIAN AGE

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	Crafts	_____00000000	Enigmas	_____00000000
Awareness	_____00000000	Etiquette	_____00000000	Finance	_____00000000
Brawl	_____00000000	Firearms	_____00000000	Investigation	_____00000000
Empathy	_____00000000	Larceny	_____00000000	Law	_____00000000
Expression	_____00000000	Melee	_____00000000	Medicine	_____00000000
Intimidation	_____00000000	Performance	_____00000000	Occult	_____00000000
Leadership	_____00000000	Ride	_____00000000	Politics	_____00000000
Streetwise	_____00000000	Stealth	_____00000000	Science	_____00000000
Subterfuge	_____00000000	Survival	_____00000000	Technology	_____00000000
	_____00000000		_____00000000		_____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		

### Humanity/Path

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

000000000000  
Bearing: \_\_\_\_\_ ( )

### Willpower

000000000000  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□□□□□□□□□  
□□□□□□□□□□  
□□□□□□□□□□

Points Per Turn: \_\_\_\_\_

### Health

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

### Weakness

### Experience

