

# 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

□□□□□□□□□□

□□□□□□□□□□

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

### Health

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

### Weakness

### Experience





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## OTHER TRAITS

|       |          |
|-------|----------|
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |
| _____ | 00000000 |

## PATHS

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

## RITUALS

| Name  | Level |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## LANGUAGES

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

## DERANGEMENTS

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

## MERITS & FLAWS

| Merit | Cost  | Flaw  | Cost  |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

## HISTORY

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

Goals

|       |
|-------|
| _____ |
| _____ |

## DESCRIPTION

|       |
|-------|
| _____ |
| _____ |

|                     |                    |
|---------------------|--------------------|
| Age: _____          | Hair: _____        |
| Apparent Age: _____ | Eyes: _____        |
| R.I.P.: _____       | Height: _____      |
| Sex: _____          | Weight: _____      |
| Race: _____         | Nationality: _____ |

## GEAR & EQUIPMENT

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## COMBAT

| Weapon/Attack | Diff. | Damage | Range | Rate  | Clip  | Conceal |
|---------------|-------|--------|-------|-------|-------|---------|
| _____         | _____ | _____  | _____ | _____ | _____ | _____   |
| _____         | _____ | _____  | _____ | _____ | _____ | _____   |
| _____         | _____ | _____  | _____ | _____ | _____ | _____   |

