

VICTORIAN AGE 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	Crafts	_____ 00000000	Enigmas	_____ 00000000
Brawl	_____ 00000000	Etiquette	_____ 00000000	Finance	_____ 00000000
Dodge	_____ 00000000	Firearms	_____ 00000000	Investigation	_____ 00000000
Empathy	_____ 00000000	Melee	_____ 00000000	Law	_____ 00000000
Expression	_____ 00000000	Performance	_____ 00000000	Linguistics	_____ 00000000
Intimidation	_____ 00000000	Ride	_____ 00000000	Medicine	_____ 00000000
Leadership	_____ 00000000	Security	_____ 00000000	Occult	_____ 00000000
Streetwise	_____ 00000000	Stealth	_____ 00000000	Politics	_____ 00000000
Subterfuge	_____ 00000000	Survival	_____ 00000000	Science	_____ 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		

Merits & Flaws	
Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Humanity/Path
_____ 0000000000

Willpower
_____ 0000000000
□□□□□□□□□□

Bloodpool
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
POINTS PER TURN: _____

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

Weakness
Experience

