

VICTORIAN AGE VAMPIRE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Age:
Sex:
Residence:

ATTRIBUTES

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

Talents

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Crafts _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 00000
Ride _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledges

Academics _____ 00000
Enigmas _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

ADVANTAGES

Numina

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Virtues

Conscience _____ 00000
Self-Control _____ 00000
Courage _____ 00000

Merits & Flaws

Merit _____	Cost _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw _____	Cost _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Humanity

0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Combat

Weapon	Damage	Diff.

Health

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

Experience

