

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		

Other Traits

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

Humanity/Path

_____0000000000

Willpower

_____0000000000
 □□□□□□□□□□

Bloodpool

□□□□□□□□□□
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POINTS PER TURN: _____

Health

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

Weakness

Experience



VICTORIAN AGE VAMPIRE

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

RITUALS

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PATHS

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

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Languages

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____



VICTORIAN AGE VAMPIRE

EXPANDED BACKGROUNDS

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other(_____)

POSSESSIONS

Gear(Carried)

Feeding Grounds

Equipment(Owned)

Vehicles

BLOODBONDS/VINICULI

Bound To

Rating

Bound To

Rating

HAVENS

Location

Description



VICTORIAN AGE VAMPIRE

HISTORY

Prelude

Goals

DESCRIPTION

Age: _____
Apparent Age: _____
Date of Birth: _____
R.I.D.: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

VISUALS

Coterie Chart

Character Sketch

