

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
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

0000000000

Bearing: _____ ()

Willpower

0000000000

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Bloodpool

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POINTS PER TURN: _____

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

Experience

