

# 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		

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### Humanity/Path

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Bearing: \_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_

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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

\_\_\_\_\_



# VICTORIAN AGE VAMPIRE

## MERITS & FLAWS

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

## OTHER TRAITS

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

## RITUALS

## PATHS

Name	Level	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

## Experience

## Derangements

Total: \_\_\_\_\_  
 Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Languages

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## Armor

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# VICTORIAN AGE VAMPIRE

## EXPANDED BACKGROUNDS

Allies

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Contacts

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Fame

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Herd

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Influence

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Mentor

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Resources

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Retainers

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Status

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Other(\_\_\_\_\_)

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## POSSESSIONS

Gear(Carried)

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Feeding Grounds

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Equipment(Owned)

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Vehicles

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## BLOOD BONDS/ VINICULI

Bound To

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Rating

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Bound To

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Rating

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## HAVENS

Location

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Description

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# VICTORIAN AGE VAMPIRE

## HISTORY

Prelude

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Goals

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## DESCRIPTION

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

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## VISUALS

Coterie Chart

Character Sketch

