

VAMPIRE: THE JAZZ AGE

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
SIRE:

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
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 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

DISCIPLINES

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

BACKGROUNDS

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

VIRTUES

Conscience/Conviction _____ 00000
Self-Control/Instinct _____ 00000
Courage _____ 00000

OTHER TRAITS

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

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
□□□□□□□□□□

POINTS PER TURN: _____

HEALTH

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

WEAKNESS



VAMPIRE: THE JAZZ AGE

OTHER TRAITS

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

DATHS

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

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

DERANGEMENTS

EXPERIENCE

MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

DESCRIPTION

AGE: _____ HAIR: _____

APPARENT AGE: _____ EYES: _____

R.F.P.: _____ HEIGHT: _____

SEX: _____ WEIGHT: _____

RACE: _____ NATIONALITY: _____

ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS & EQUIPMENT

