

# 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  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 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  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 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

### HUMANITY/PATH

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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0000000000  
Bearing: \_\_\_\_\_ ( )

### WILLPOWER

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□□□□□□□□□□

### BLOOD POOL

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□□□□□□□□□□

BLOOD PER TURN: \_\_\_\_\_

### HEALTH

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

### WEAKNESS



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## OTHER TRAITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
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## DATHS

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## RITUALS

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

## DERANGEMENTS

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

## EXPERIENCE

## MERITS & FLAWS

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

## HISTORY

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## DESCRIPTION

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

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
R.F.P.: _____	HEIGHT: _____
GENDER: _____	WEIGHT: _____
ETHNICITY: _____	NATIONALITY: _____

## ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## WEAPONS & EQUIPMENT

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

