

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

ABILITIES

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Archery	_____00000	Hearth Wisdom	_____00000
Brawl	_____00000	Commerce	_____00000	Investigation	_____00000
Dodge	_____00000	Crafts	_____00000	Law	_____00000
Empathy	_____00000	Etiquette	_____00000	Linguistics	_____00000
Expression	_____00000	Melee	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Leadership	_____00000	Ride	_____00000	Politics	_____00000
Legerdemain	_____00000	Stealth	_____00000	Seneschal	_____00000
Subterfuge	_____00000	Survival	_____00000	Theology	_____00000

ADVANTAGES

Disciplines		Backgrounds		Virtues	
_____	00000	_____	00000	Conscience/Conviction	_____00000
_____	00000	_____	00000	Self-Control/Instinct	_____00000
_____	00000	_____	00000	Courage	_____00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

Other Traits

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

Road

0 0 0 0 0 0 0 0 0 0

Aura: _____ ()

Willpower

0 0 0 0 0 0 0 0 0 0

Bloodpool

Points Per Turn: _____

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience

Dark Ages VAMPIRE™

MERITS & FLAWS

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

OTHER TRAITS

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

RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

Dark Ages VAMPIRE™

EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc.

BLOODBONDS

Bound To

Rating

Bound To

Rating

HAVEN

Location

Description

Dark Ages VAMPIRE™

HISTORY

Moments of Truth

Goals & Plots

DESCRIPTION

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

Experience

Derangements

Total: _____
Total Spent: _____
Spent On: _____

Languages

CLANIC INFORMATION

Name:	Clan:	Player:	Thoughts:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____