

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength _____0000000000	Charisma _____0000000000	Perception _____0000000000
Dexterity _____0000000000	Manipulation _____0000000000	Intelligence _____0000000000
Stamina _____0000000000	Appearance _____0000000000	Wits _____0000000000

ABILITIES

Talents	Skills	Knowledges
Alertness _____0000000000	Animal Ken _____0000000000	Academics _____0000000000
Athletics _____0000000000	Archery _____0000000000	Hearth Wisdom _____0000000000
Brawl _____0000000000	Commerce _____0000000000	Investigation _____0000000000
Dodge _____0000000000	Crafts _____0000000000	Law _____0000000000
Empathy _____0000000000	Etiquette _____0000000000	Linguistics _____0000000000
Expression _____0000000000	Melee _____0000000000	Medicine _____0000000000
Intimidation _____0000000000	Performance _____0000000000	Occult _____0000000000
Leadership _____0000000000	Ride _____0000000000	Politics _____0000000000
Legerdemain _____0000000000	Stealth _____0000000000	Seneschal _____0000000000
Subterfuge _____0000000000	Survival _____0000000000	Theology _____0000000000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____0000000000	_____0000000000	Conscience/Conviction _____00000
_____0000000000	_____0000000000	Self-Control/Instinct _____00000
_____0000000000	_____0000000000	Courage _____00000
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	

Other Traits

Road

0 0 0 0 0 0 0 0 0 0
Aura: _____()

Willpower

0 0 0 0 0 0 0 0 0 0
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Bloodpool

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Health

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

Weakness

Experience

Dark Ages VAMPIRE™

MERITS & FLAWS

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

OTHER TRAITS

_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000

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

COTERIE INFORMATION

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