

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
SIRE:

ATTRIBUTES

PHYSICAL

Strength _____ 000000
Dexterity _____ 000000
Stamina _____ 000000

SOCIAL

Charisma _____ 000000
Manipulation _____ 000000
Appearance _____ 000000

MENTAL

Perception _____ 000000
Intelligence _____ 000000
Wits _____ 000000

ABILITIES

TALENTS

Acting _____ 000000
Alertness _____ 000000
Athletics _____ 000000
Brawl _____ 000000
Dodge _____ 000000
Empathy _____ 000000
Intimidation _____ 000000
Larceny _____ 000000
Leadership _____ 000000
Subterfuge _____ 000000

SKILLS

Animal Ken _____ 000000
Archery _____ 000000
Crafts _____ 000000
Etiquette _____ 000000
Herbalism _____ 000000
Melee _____ 000000
Music _____ 000000
Ride _____ 000000
Stealth _____ 000000
Survival _____ 000000

KNOWLEDGES

Academics _____ 000000
Hearth Wisdom _____ 000000
Investigation _____ 000000
Law _____ 000000
Linguistics _____ 000000
Medicine _____ 000000
Occult _____ 000000
Politics _____ 000000
Science _____ 000000
Seneschal _____ 000000

ADVANTAGES

DISCIPLINES

_____ 000000
_____ 000000
_____ 000000
_____ 000000
_____ 000000

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

VIRTUES

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

OTHER TRAITS

_____ 000000
_____ 000000
_____ 000000
_____ 000000
_____ 000000
_____ 000000

ROAD

_____ 000000000000

WILLPOWER

_____ 000000000000
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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HEALTH

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

WEAKNESS

EXPERIENCE

COMBAT

Weapon	Damage	Diff.