

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
SIRE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●○○○○○	Charisma	●○○○○○	Perception	●○○○○○
Dexterity	●○○○○○	Manipulation	●○○○○○	Intelligence	●○○○○○
Stamina	●○○○○○	Appearance	●○○○○○	Wits	●○○○○○

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○○	Animal Ken	○○○○○○	Academics	○○○○○○
Alertness	○○○○○○	Archery	○○○○○○	Hearth Wisdom	○○○○○○
Athletics	○○○○○○	Crafts	○○○○○○	Investigation	○○○○○○
Brawl	○○○○○○	Etiquette	○○○○○○	Law	○○○○○○
Dodge	○○○○○○	Herbalism	○○○○○○	Linguistics	○○○○○○
Empathy	○○○○○○	Melee	○○○○○○	Medicine	○○○○○○
Intimidation	○○○○○○	Music	○○○○○○	Occult	○○○○○○
Larceny	○○○○○○	Ride	○○○○○○	Politics	○○○○○○
Leadership	○○○○○○	Stealth	○○○○○○	Science	○○○○○○
Subterfuge	○○○○○○	Survival	○○○○○○	Seneschal	○○○○○○

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
_____	○○○○○○	_____	○○○○○	Conscience/Conviction	○○○○○
_____	○○○○○○	_____	○○○○○	Self-Control/Instinct	○○○○○
_____	○○○○○○	_____	○○○○○	Courage	○○○○○
_____	○○○○○○	_____	○○○○○		
_____	○○○○○○	_____	○○○○○		

OTHER TRAITS		ROAD		HEALTH	
_____	○○○○○○	_____	○○○○○	Bruised	<input type="checkbox"/>
_____	○○○○○○	○○○○○○○○○○○○		Hurt	-1 <input type="checkbox"/>
_____	○○○○○○			Injured	-1 <input type="checkbox"/>
_____	○○○○○○	=====	WILLPOWER	Wounded	-2 <input type="checkbox"/>
_____	○○○○○○	○○○○○○○○○○○○		Mauled	-2 <input type="checkbox"/>
_____	○○○○○○	□□□□□□□□□□		Crippled	-5 <input type="checkbox"/>
_____	○○○○○○			Incapacitated	<input type="checkbox"/>
_____	○○○○○○	=====	BLOOD POOL	=====	WEAKNESS
_____	○○○○○○	□□□□□□□□□□			
_____	○○○○○○	□□□□□□□□□□			

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MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

EXPERIENCE

TOTAL:
GAINED FROM:

TOTAL SPENT:
SPENT ON:

DERANGEMENTS

NAME

DERANGEMENTS

NAME

COMBAT

Weapon	Difficulty	Damage	Conceal	Range	Rate	Strength

BRAWLING TABLE

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength+2
Kick	7	Strength +1
Body Slam	7	Special; see Options

ARMOR: _____

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THE DARK AGES

EXPANDED BACKGROUND

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVENS

LOCATION

DESCRIPTION
