

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
SIRE:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength_____000000	Charisma_____000000	Perception_____000000
Dexterity_____000000	Manipulation_____000000	Intelligence_____000000
Stamina_____000000	Appearance_____000000	Wits_____000000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting_____000000	Animal Ken_____000000	Academics_____000000
Alertness_____000000	Archery_____000000	Hearth Wisdom_____000000
Athletics_____000000	Crafts_____000000	Investigation_____000000
Brawl_____000000	Etiquette_____000000	Law_____000000
Dodge_____000000	Herbalism_____000000	Linguistics_____000000
Empathy_____000000	Melee_____000000	Medicine_____000000
Intimidation_____000000	Music_____000000	Occult_____000000
Larceny_____000000	Ride_____000000	Politics_____000000
Leadership_____000000	Stealth_____000000	Science_____000000
Subterfuge_____000000	Survival_____000000	Seneschal_____000000

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____000000	_____000000	Conscience/Conviction_____000000
_____000000	_____000000	Self-Control/Instinct_____000000
_____000000	_____000000	Courage_____000000
_____000000	_____000000	
_____000000	_____000000	

OTHER TRAITS	ROAD	HEALTH
_____000000	_____	Bruised <input type="checkbox"/>
_____000000	000000000000	Hurt -1 <input type="checkbox"/>
_____000000		Injured -1 <input type="checkbox"/>
_____000000	=====WILLPOWER=====	Wounded -2 <input type="checkbox"/>
_____000000	000000000000	Mauled -2 <input type="checkbox"/>
_____000000	□□□□□□□□□□	Crippled -5 <input type="checkbox"/>
_____000000		Incapacitated <input type="checkbox"/>
_____000000	=====BLOOD POOL=====	
_____000000	□□□□□□□□□□	=====WEAKNESS=====
_____000000	□□□□□□□□□□	

VAMPIRE™

THE DARK AGES

EXPANDED BACKGROUND

ALLIES

CLAN PRESTIGE

CONTACTS, MINOR

CONTACTS, MAJOR

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVENS

LOCATION

DESCRIPTION
