

VAMPIRE™

THE DARK AGES

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
Acting_____0000000000	Animal Ken_____0000000000	Academics_____0000000000
Alertness_____0000000000	Archery_____0000000000	Hearth Wisdom_____0000000000
Athletics_____0000000000	Crafts_____0000000000	Investigation_____0000000000
Brawl_____0000000000	Etiquette_____0000000000	Law_____0000000000
Dodge_____0000000000	Herbalism_____0000000000	Linguistics_____0000000000
Empathy_____0000000000	Melee_____0000000000	Medicine_____0000000000
Intimidation_____0000000000	Music_____0000000000	Occult_____0000000000
Larceny_____0000000000	Ride_____0000000000	Politics_____0000000000
Leadership_____0000000000	Stealth_____0000000000	Science_____0000000000
Subterfuge_____0000000000	Survival_____0000000000	Seneschal_____0000000000

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____0000000000	_____0000000000	Conscience/Conviction_0 0 0 0 0
_____0000000000	_____0000000000	Self-Control/Instinct_0 0 0 0 0
_____0000000000	_____0000000000	Courage_____0 0 0 0 0
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	

OTHER TRAITS

_____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000
 _____0000000000

ROAD

0 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
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BLOOD POOL

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HEALTH

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

WEAKNESS

VAMPIRE™

THE DARK AGES

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

VAMPIRE™

THE DARK AGES

HISTORY

PRELUDE

TITLE _____

SIGNIFICANT ACCOMPLISHMENTS _____

APPEARANCE

Age _____

Apparent Age _____

Date of Birth _____

RIP _____

Hair _____

Eyes _____

Race _____

Nationality _____

Height _____

Weight _____

Sex _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

