

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Commerce _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Crafts _____ 00000	Law _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Seneschal _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000	_____ 00000	Conscience/Conviction _____ ●00000
_____ 00000	_____ 00000	Self-Control/Instinct _____ ●00000
_____ 00000	_____ 00000	Courage _____ ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Merits & Flaws

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

Road

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

Willpower

 0 0 0 0 0 0 0 0 0 0

Bloodpool

Points Per Turn: _____

Health

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

Weakness

Experience
