

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

ABILITIES

Talents

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Leadership _____ ○○○○○
Legerdemain _____ ○○○○○
Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
Archery _____ ○○○○○
Commerce _____ ○○○○○
Crafts _____ ○○○○○
Etiquette _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Ride _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledges

Academics _____ ○○○○○
Hearth Wisdom _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Seneschal _____ ○○○○○
Theology _____ ○○○○○

ADVANTAGES

Disciplines

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Virtues

Conscience/Conviction _____ ●○○○○
Self-Control/Instinct _____ ●○○○○
Courage _____ ●○○○○

Other Traits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Road

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Aura: _____ ()

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Bloodpool

□ □ □ □ □ □ □ □ □ □
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Points Per Turn: _____

Health

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

Weakness

Experience

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____