

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

Social

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

Mental

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

Talents

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Legerdemain_____00000000
Subterfuge_____00000000

Skills

Animal Ken_____00000000
Archery_____00000000
Commerce_____00000000
Crafts_____00000000
Etiquette_____00000000
Melee_____00000000
Performance_____00000000
Ride_____00000000
Stealth_____00000000
Survival_____00000000

Knowledges

Academics_____00000000
Hearth Wisdom_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Seneschal_____00000000
Theology_____00000000

ADVANTAGES

Disciplines

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Backgrounds

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Other Traits

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Road

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

Willpower

0 0 0 0 0 0 0 0 0 0
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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
_____	_____
_____	_____