

# DARK AGES VAMPIRE

Name:  
 Player:  
 Chronicle:

Nature:  
 Demeanor:  
 Concept:

Clan:  
 Generation:  
 Sire:

## ATTRIBUTES

| Physical                 | Social                      | Mental                      |
|--------------------------|-----------------------------|-----------------------------|
| Strength _____ 00000000  | Charisma _____ 00000000     | Perception _____ 00000000   |
| Dexterity _____ 00000000 | Manipulation _____ 00000000 | Intelligence _____ 00000000 |
| Stamina _____ 00000000   | Appearance _____ 00000000   | Wits _____ 00000000         |

## ABILITIES

| Talents                     | Skills                     | Knowledges                   |
|-----------------------------|----------------------------|------------------------------|
| Alertness _____ 00000000    | Animal Ken _____ 00000000  | Academics _____ 00000000     |
| Athletics _____ 00000000    | Archery _____ 00000000     | Hearth Wisdom _____ 00000000 |
| Brawl _____ 00000000        | Commerce _____ 00000000    | Investigation _____ 00000000 |
| Dodge _____ 00000000        | Crafts _____ 00000000      | Law _____ 00000000           |
| Empathy _____ 00000000      | Etiquette _____ 00000000   | Linguistics _____ 00000000   |
| Expression _____ 00000000   | Melee _____ 00000000       | Medicine _____ 00000000      |
| Intimidation _____ 00000000 | Performance _____ 00000000 | Occult _____ 00000000        |
| Leadership _____ 00000000   | Ride _____ 00000000        | Politics _____ 00000000      |
| Legerdemain _____ 00000000  | Stealth _____ 00000000     | Seneschal _____ 00000000     |
| Subterfuge _____ 00000000   | Survival _____ 00000000    | Theology _____ 00000000      |

## ADVANTAGES

| Disciplines    | Backgrounds    | Virtues                           |
|----------------|----------------|-----------------------------------|
| _____ 00000000 | _____ 00000000 | Conscience/Conviction _____ 00000 |
| _____ 00000000 | _____ 00000000 | Self-Control/Instinct _____ 00000 |
| _____ 00000000 | _____ 00000000 | Courage _____ 00000               |
| _____ 00000000 | _____ 00000000 |                                   |
| _____ 00000000 | _____ 00000000 |                                   |
| _____ 00000000 | _____ 00000000 |                                   |

### Other Traits

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 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

### Bloodpool

Points Per Turn: \_\_\_\_\_

### Health

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

### Weakness

### Experience

# DARK AGES VAMPIRE

## MERITS & FLAWS

| Merit | Type  | Cost  | Flaw  | Type  | Bonus |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

## OTHER TRAITS

|               |               |               |
|---------------|---------------|---------------|
| _____00000000 | _____00000000 | _____00000000 |
| _____00000000 | _____00000000 | _____00000000 |
| _____00000000 | _____00000000 | _____00000000 |

## RITUALS

## PATHS

| Ritual | Level |       |
|--------|-------|-------|
| _____  | _____ | 00000 |
| _____  | _____ | 00000 |
| _____  | _____ | 00000 |
| _____  | _____ | 00000 |
| _____  | _____ | 00000 |
| _____  | _____ | 00000 |

## DISCIPLINE TECHNIQUES

| Name: | Source/ Page: | System: |
|-------|---------------|---------|
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |
| _____ | _____         | _____   |

## COMBAT

| Weapon/ Attack | Diff. | Damage | Range | Rate | Ammo | Conceal |
|----------------|-------|--------|-------|------|------|---------|
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |
|                |       |        |       |      |      |         |

Armor

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# DARK AGES VAMPIRE

## EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other(\_\_\_\_\_)

## POSSESSIONS

Gear( Carried)

Equipment( Owned)

Feeding Grounds

Misc.

## BLOOD BONDS

Bound To

Rating

Bound To

Rating

## HAVENS

Location

Description

