

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
HAVEN:

ATTRIBUTES

PHYSICAL

Strength_____000000
Dexterity_____000000
Stamina_____000000

SOCIAL

Charisma_____000000
Manipulation_____000000
Appearance_____000000

MENTAL

Perception_____000000
Intelligence_____000000
Wits_____000000

ABILITIES

TALENTS

Acting_____000000
Alertness_____000000
Athletics_____000000
Brawl_____000000
Dodge_____000000
Empathy_____000000
Intimidation_____000000
Larceny_____000000
Leadership_____000000
Subterfuge_____000000

SKILLS

Animal Ken_____000000
Archery_____000000
Crafts_____000000
Etiquette_____000000
Herbalism_____000000
Melee_____000000
Music_____000000
Ride_____000000
Stealth_____000000
Survival_____000000

KNOWLEDGES

Academics_____000000
Hearth Wisdom_____000000
Investigation_____000000
Law_____000000
Linguistics_____000000
Medicine_____000000
Occult_____000000
Politics_____000000
Science_____000000
Seneschal_____000000

ADVANTAGES

DISCIPLINES

_____000000
_____000000
_____000000
_____000000
_____000000

BACKGROUNDS

_____00000
_____00000
_____00000
_____00000
_____00000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct_00000
Courage_____00000

OTHER TRAITS

_____000000
_____000000
_____000000
_____000000
_____000000
_____000000

ROAD

_____000000000000

WILLPOWER

_____000000000000
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BLOOD POOL

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HEALTH

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

WEAKNESS

EXPERIENCE

COMBAT

Weapon	Damage	Diff.