

# VAMPIRE

## THE DARK AGES

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

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

Acting \_\_\_\_\_ 00000000  
 Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Larceny \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
 Archery \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Herbalism \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Music \_\_\_\_\_ 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  
 Science \_\_\_\_\_ 00000000  
 Seneschal \_\_\_\_\_ 00000000

### ADVANTAGES

#### DISCIPLINES

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

#### BACKGROUNDS

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

#### VIRTUES

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

#### OTHER TRAITS

\_\_\_\_\_ 00000000  
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#### ROAD

\_\_\_\_\_ 0000000000

#### WILLPOWER

\_\_\_\_\_ 0000000000  
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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