

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
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

ROAD

0000000000

WILLPOWER

0000000000
 □□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

HEALTH

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

WEAKNESS

EXPERIENCE

VAMPIRE

THE DARK AGES

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

RITUALS

PATHS

NAME	LEVEL	
_____	_____	0000
_____	_____	0000
_____	_____	0000
_____	_____	0000
_____	_____	0000
_____	_____	0000
_____	_____	0000
_____	_____	0000

EXPERIENCE

DERANGEMENTS

Total: _____ Total Spent: _____

Spent On: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL.

ARMOR

Class: _____

Rating: _____

Penalty: _____

Description: _____

VAMPIRE

THE DARK AGES

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAME

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION
