

# VAMPIRE

## THE DARK AGES

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  
Awareness \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Expression \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Legerdemain \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
Archery \_\_\_\_\_ 00000000  
Commerce \_\_\_\_\_ 00000000  
Crafts \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Performance \_\_\_\_\_ 00000000  
Ride \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
Enigmas \_\_\_\_\_ 00000000  
Hearth Wisdom \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Seneschal \_\_\_\_\_ 00000000  
Theology \_\_\_\_\_ 00000000  
\_\_\_\_\_ 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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### ROAD

0000000000  
Aura: \_\_\_\_\_ ( )

#### WILLPOWER

0000000000  
□□□□□□□□□□

#### BLOOD POOL

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#### HEALTH

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

#### WEAKNESS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# 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

### 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

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CONTACTS

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FAME

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HERD

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INFLUENCE

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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OTHER(\_\_\_\_\_)

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### POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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FEEDING GROUNDS

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TRANSPORTATION

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### HAVEN

LOCATION

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DESCRIPTION

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# VAMPIRE

## THE DARK AGES

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### HISTORY

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#### PRELUDE

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#### GOALS

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### DESCRIPTION

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Age: \_\_\_\_\_  
 Apparent Age: \_\_\_\_\_  
 Date of Birth: \_\_\_\_\_  
 R.I.P.: \_\_\_\_\_  
 Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Race: \_\_\_\_\_  
 Nationality: \_\_\_\_\_  
 Height: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Sex: \_\_\_\_\_

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### VISUALS

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COTERIE CHART

CHARACTER SKETCH

