

VAMPIRE:

AGE OF THE LIVING GODS

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength_____0000000000
Dexterity_____0000000000
Stamina_____0000000000

SOCIAL

Charisma_____0000000000
Manipulation_____0000000000
Appearance_____0000000000

MENTAL

Perception_____0000000000
Intelligence_____0000000000
Wits_____0000000000

ABILITIES

TALENTS

Alertness_____0000000000
Athletics_____0000000000
Awareness_____0000000000
Brawl_____0000000000
Empathy_____0000000000
Expression_____0000000000
Intimidation_____0000000000
Leadership_____0000000000
Legerdemain_____0000000000
Subterfuge_____0000000000
_____0000000000

SKILLS

Animal Ken_____0000000000
Archery_____0000000000
Commerce_____0000000000
Crafts_____0000000000
Etiquette_____0000000000
Melee_____0000000000
Performance_____0000000000
Ride_____0000000000
Stealth_____0000000000
Survival_____0000000000
_____0000000000

KNOWLEDGES

Ancient Medicine_____0000000000
Astrology_____0000000000
Customs_____0000000000
Hearth Wisdom_____0000000000
Investigation_____0000000000
Mythology_____0000000000
Occult_____0000000000
Politics_____0000000000
Seneschal_____0000000000
Writing_____0000000000
_____0000000000

ADVANTAGES

DISCIPLINES

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

BACKGROUNDS

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

VIRTUES

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

OTHER TRAITS

ROAD

0000000000
Aura:_____ ()

WILLPOWER

0000000000
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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Maximum:_____ Points Per Turn:_____

HEALTH

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

WEAKNESS

VAMPIRE:

AGE OF THE LIVING GODS

MERITS AND FLAWS

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

OTHER TRAITS

_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000

RITUALS

PATHS

NAME	LEVEL	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

EXPERIENCE

DERANGEMENTS

Total: _____ Total Spent: _____
Spent On: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	AMMO	CONCEAL

ARMOR

Class: _____
Rating: _____
Penalty: _____
Description: _____

VAMPIRE:

AGE OF THE LIVING GODS

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAME

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION

VAMPIRE:

AGE OF THE LIVING GODS

HISTORY

PRELUDE

GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

