

VAMPIRE:

AGE OF THE LIVING GODS

NAME:

AMBITION:

CLAN:

CONCEPT:

DESIRE:

GENERATION:

CHRONICLE:

PREDATOR TYPE:

SIRE:

ATTRIBUTES

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Archery _____ 00000	Animal Ken _____ 00000	Ancient Medicine _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Astrology _____ 00000
Brawl _____ 00000	Insight _____ 00000	Awareness _____ 00000
Craft _____ 00000	Intimidation _____ 00000	Commerce _____ 00000
Larceny _____ 00000	Leadership _____ 00000	Investigation _____ 00000
Melee _____ 00000	Performance _____ 00000	Mythology _____ 00000
Ride _____ 00000	Persuasion _____ 00000	Occult _____ 00000
Stealth _____ 00000	Streetwise _____ 00000	Politics _____ 00000
Survival _____ 00000	Subterfuge _____ 00000	Writing _____ 00000

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DISCIPLINES

_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____

HEALTH

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WILLPOWER

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HUNGER

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BLOOD POTENCY

0 0 0 0 0 0 0 0 0 0

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE

HUNTING

_____	_____
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