

VAMPIRE

THE DARK AGES

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

Athletics 00000
 Archery 00000
 Brawl 00000
 Craft 00000
 Larceny 00000
 Melee 00000
 Ride 00000
 Stealth 00000
 Survival 00000

Animal Ken 00000
 Etiquette 00000
 Insight 00000
 Intimidation 00000
 Leadership 00000
 Performance 00000
 Persuasion 00000
 Streetwise 00000
 Subterfuge 00000

Academics 00000
 Awareness 00000
 Hearth Wisdom 00000
 Investigation 00000
 Medicine 00000
 Occult 00000
 Politics 00000
 Seneschal 00000
 Theology 00000

CHRONICLE TENETS

TOUCHSTONES / CONVICTIONS

CLAN BANE

DISCIPLINES

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

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

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

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

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

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

HEALTH
 □□□□ □□□□ □□□□

WILLPOWER
 □□□□ □□□□ □□□□

HUMANITY
 □□□□ □□□□

HUNGER
 □□□□

BLOOD POTENCY
 00000 00000

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE HUNTING

VAMPIRE

THE DARK AGES

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

MISC

NAME	DAMAGE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HAVEN

No Haven? Haven Rating: 00000 Haven Name: _____
 Haven Merits _____ Haven Flaws _____

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

_____	00000
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_____	00000
_____	00000

Location: _____

Description: _____

