

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

CLAN:
GENERATION:
SIRE:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength_____000000	Charisma_____000000	Perception_____000000
Dexterity_____000000	Manipulation_____000000	Intelligence_____000000
Stamina_____000000	Appearance_____000000	Wits_____000000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting_____000000	Animal Ken_____000000	Academics_____000000
Alertness_____000000	Archery_____000000	Hearth Wisdom_____000000
Athletics_____000000	Crafts_____000000	Investigation_____000000
Brawl_____000000	Etiquette_____000000	Law_____000000
Dodge_____000000	Herbalism_____000000	Linguistics_____000000
Empathy_____000000	Melee_____000000	Medicine_____000000
Intimidation_____000000	Music_____000000	Occult_____000000
Larceny_____000000	Ride_____000000	Politics_____000000
Leadership_____000000	Stealth_____000000	Science_____000000
Subterfuge_____000000	Survival_____000000	Seneschal_____000000

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____000000	_____000000	Conscience/Conviction_____000000
_____000000	_____000000	Self-Control/Instinct_____000000
_____000000	_____000000	Courage_____000000
_____000000	_____000000	
_____000000	_____000000	

OTHER TRAITS

_____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000
 _____000000

ROAD

000000000000

WILLPOWER

000000000000

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BLOOD POOL

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HEALTH

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

WEAKNESS

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THE DARK AGES

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

EXPERIENCE

TOTAL:
GAINED FROM:

TOTAL SPENT:
SPENT ON:

DERANGEMENTS

NAME

DERANGEMENTS

NAME

COMBAT

Weapon	Difficulty	Damage	Conceal	Range	Rate	Strength

BRAWLING TABLE

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength+2
Kick	7	Strength +1
Body Slam	7	Special; see Options

ARMOR: _____

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THE DARK AGES

EXPANDED BACKGROUND

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVENS

LOCATION

DESCRIPTION

