

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

COMBAT

Weapon	Damage	Diff.

ROAD

0 0 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0 0

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BLOOD POOL

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HEALTH

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

WEAKNESS

EXPERIENCE