

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CLAN:

GENERATION:
HAVEN:
CONCEPT:

ATTRIBUTES

PHYSICAL

Strength _____ ●○○○○○
Dexterity _____ ●○○○○○
Stamina _____ ●○○○○○

SOCIAL

Charisma _____ ●○○○○○
Manipulation _____ ●○○○○○
Appearance _____ ●○○○○○

MENTAL

Perception _____ ●○○○○○
Intelligence _____ ●○○○○○
Wits _____ ●○○○○○

ABILITIES

TALENTS

Acting _____ ○○○○○○
Alertness _____ ○○○○○○
Athletics _____ ○○○○○○
Brawl _____ ○○○○○○
Dodge _____ ○○○○○○
Empathy _____ ○○○○○○
Intimidation _____ ○○○○○○
Larceny _____ ○○○○○○
Leadership _____ ○○○○○○
Subterfuge _____ ○○○○○○

SKILLS

Animal Ken _____ ○○○○○○
Archery _____ ○○○○○○
Crafts _____ ○○○○○○
Etiquette _____ ○○○○○○
Herbalism _____ ○○○○○○
Melee _____ ○○○○○○
Music _____ ○○○○○○
Ride _____ ○○○○○○
Stealth _____ ○○○○○○
Survival _____ ○○○○○○

KNOWLEDGES

Academics _____ ○○○○○○
Hearth Wisdom _____ ○○○○○○
Investigation _____ ○○○○○○
Law _____ ○○○○○○
Linguistics _____ ○○○○○○
Medicine _____ ○○○○○○
Occult _____ ○○○○○○
Politics _____ ○○○○○○
Science _____ ○○○○○○
Seneschal _____ ○○○○○○

ADVANTAGES

DISCIPLINES

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

BACKGROUNDS

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

VIRTUES

Conscience/Conviction _____ ○○○○○○
Self-Control/Instinct _____ ○○○○○○
Courage _____ ○○○○○○

OTHER TRAITS

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

ROAD

_____ ○○○○○○○○○○○○○

WILLPOWER

_____ ○○○○○○○○○○○○○
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
□□□□□□□□□□

HEALTH

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

EXPERIENCE

COMBAT		
Weapon	Difficulty	Damage