

VAMPIRE™

THE DARK AGES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CLAN:

GENERATION:
HAVEN:
CONCEPT:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●○○○○○	Charisma _____ ●○○○○○	Perception _____ ●○○○○○
Dexterity _____ ●○○○○○	Manipulation _____ ●○○○○○	Intelligence _____ ●○○○○○
Stamina _____ ●○○○○○	Appearance _____ ●○○○○○	Wits _____ ●○○○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting _____ ○○○○○○	Animal Ken _____ ○○○○○○	Academics _____ ○○○○○○
Alertness _____ ○○○○○○	Archery _____ ○○○○○○	Hearth Wisdom _____ ○○○○○○
Athletics _____ ○○○○○○	Crafts _____ ○○○○○○	Investigation _____ ○○○○○○
Brawl _____ ○○○○○○	Etiquette _____ ○○○○○○	Law _____ ○○○○○○
Dodge _____ ○○○○○○	Herbalism _____ ○○○○○○	Linguistics _____ ○○○○○○
Empathy _____ ○○○○○○	Melee _____ ○○○○○○	Medicine _____ ○○○○○○
Intimidation _____ ○○○○○○	Music _____ ○○○○○○	Occult _____ ○○○○○○
Larceny _____ ○○○○○○	Ride _____ ○○○○○○	Politics _____ ○○○○○○
Leadership _____ ○○○○○○	Stealth _____ ○○○○○○	Science _____ ○○○○○○
Subterfuge _____ ○○○○○○	Survival _____ ○○○○○○	Seneschal _____ ○○○○○○

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ ○○○○○○	_____ ○○○○○○	Conscience/Conviction _____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	Self-Control/Instinct _____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	Courage _____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	
_____ ○○○○○○	_____ ○○○○○○	

OTHER TRAITS

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

COMBAT

Weapon	Difficulty	Damage

ROAD

_____ ○○○○○○○○○○○

WILLPOWER

_____ ○○○○○○○○○○○
 □□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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HEALTH

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

EXPERIENCE