

# Dark Ages VAMPIRE

CLAN SYMBOL

PLAYER:

NAME:

NATURE:

GENERATION:

TITLE:

DEMEANOR:

SIRE:

CRONICLE:

CLAN:

CONCEPT:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●○○○○○○○○○  
 Dexterity \_\_\_\_\_ ●○○○○○○○○○  
 Stamina \_\_\_\_\_ ●○○○○○○○○○  
 Armor/Fortitude: \_\_\_\_\_/\_\_\_\_\_

### SOCIAL

Charisma \_\_\_\_\_ ●○○○○  
 Manipulation \_\_\_\_\_ ●○○○○  
 Appearance \_\_\_\_\_ ●○○○○

### MENTAL

Perception \_\_\_\_\_ ●○○○○  
 Intelligence \_\_\_\_\_ ●○○○○  
 Wits \_\_\_\_\_ ●○○○○  
 Initiative: \_\_\_\_\_/\_\_\_\_\_

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ ○○○○○  
 Athletics \_\_\_\_\_ ○○○○○  
 Brawl \_\_\_\_\_ ○○○○○  
 Dodge \_\_\_\_\_ ○○○○○  
 Empathy \_\_\_\_\_ ○○○○○  
 Expression \_\_\_\_\_ ○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○  
 Leadership \_\_\_\_\_ ○○○○○  
 Legerdemain \_\_\_\_\_ ○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○

### SKILLS

Animal Ken \_\_\_\_\_ ○○○○○  
 Archery \_\_\_\_\_ ○○○○○  
 Commerce \_\_\_\_\_ ○○○○○  
 Crafts \_\_\_\_\_ ○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○  
 Melee \_\_\_\_\_ ○○○○○  
 Performance \_\_\_\_\_ ○○○○○  
 Ride \_\_\_\_\_ ○○○○○  
 Stealth \_\_\_\_\_ ○○○○○  
 Survival \_\_\_\_\_ ○○○○○

### KNOWLEDGES

Academics \_\_\_\_\_ ○○○○○  
 Hearth Wisdom \_\_\_\_\_ ○○○○○  
 Investigation \_\_\_\_\_ ○○○○○  
 Law \_\_\_\_\_ ○○○○○  
 Linguistics \_\_\_\_\_ ○○○○○  
 Medicine \_\_\_\_\_ ○○○○○  
 Occult \_\_\_\_\_ ○○○○○  
 Politics \_\_\_\_\_ ○○○○○  
 Seneschal \_\_\_\_\_ ○○○○○  
 Theology \_\_\_\_\_ ○○○○○

## ADVANTAGES

### MERITS/FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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### DISCIPLINES

\_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
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 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○

### VIRTUES

Conscience/Conviction \_\_\_\_\_ ●○○○○  
 Self-Control/Instinct \_\_\_\_\_ ●○○○○  
 Courage \_\_\_\_\_ ●○○○○

### OTHER TRAITS

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 \_\_\_\_\_  
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 \_\_\_\_\_

### ROAD

\_\_\_\_\_  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 Aura: \_\_\_\_\_ ( )

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 □ □ □ □ □ □ □ □ □ □

### BLOOD POOL

□ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □

### HEALTH

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

### WEAKNESS

CLAN NAME

Attributes: 7/5/3 - Abilities: 13/9/5 - Disciplines: 4 - Backgrounds: 5 - Virtues: 7 - Freebie Points: 15 (7/5/2/1)

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CLAN SYMBOL

PLAYER:

## COMBAT

ARMOR: \_\_\_\_\_ Weapon \_\_\_\_\_ Difficulty \_\_\_\_\_ Damage \_\_\_\_\_ Rate \_\_\_\_\_ Range \_\_\_\_\_ Type \_\_\_\_\_ Conceal \_\_\_\_\_

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

## DISCIPLINES

① _____	① _____
② _____	② _____
③ _____	③ _____
④ _____	④ _____
⑤ _____	⑤ _____
⑥ _____	⑥ _____
① _____	① _____
② _____	② _____
③ _____	③ _____
④ _____	④ _____
⑤ _____	⑤ _____
⑥ _____	⑥ _____
① _____	① _____
② _____	② _____
③ _____	③ _____
④ _____	④ _____
⑤ _____	⑤ _____
⑥ _____	⑥ _____

## BLOOD BONDS/VINCULI

BOUND TO	RATING
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## EXPERIENCE

TOTAL: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

SPENT ON: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CLAN NAME





