

VAMPIRE

THE DARK AGES

NAME

NATURE

GENERATION

PLAYER

DEMEANOR

HAVEN

CHRONICLE

CLAN

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

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Backgrounds

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Virtues

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

Other Traits

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Road

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 Willpower
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 Blood Pool
 □□□□□□□□□□
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Health

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

Weakness

WALK = 7 yards, JOG = 12 yards + Dexterity, RUN = 20 yards + (3 x Dexterity).

