

# Vampire Character Sheet - Victorian

Name \_\_\_\_\_

Virtue \_\_\_\_\_

Clan \_\_\_\_\_

Age \_\_\_\_\_

Vice \_\_\_\_\_

Generation \_\_\_\_\_

Player \_\_\_\_\_

Concept \_\_\_\_\_

Campaign \_\_\_\_\_

## ATTRIBUTES

Strength ●○○○○○

Dexterity ●○○○○○

Stamina ●○○○○○

Intelligence ●○○○○○

Wits ●○○○○○

Perception ●○○○○○

Presence/Looks ●○○○○○

Manipulation ●○○○○○

Charisma ●○○○○○

## SKILLS

### Mental

Alertness ○○○○○○

Art ○○○○○○

City Knowledge ○○○○○○

Crafts ○○○○○○

Education ○○○○○○

Investigation ○○○○○○

Languages ○○○○○○

Law ○○○○○○

Medicine ○○○○○○

Occult Knowledge ○○○○○○

Politics ○○○○○○

Repair ○○○○○○

Science ○○○○○○

Supernatural Lore ○○○○○○

Technology ○○○○○○

### Physical

Athletics ○○○○○○

Brawl ○○○○○○

Dodge ○○○○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ○○○○○○

Melee ○○○○○○

Performance ○○○○○○

Security ○○○○○○

Stealth ○○○○○○

Survival ○○○○○○

Riding ○○○○○○

Running ○○○○○○

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### Social

Animal Handling ○○○○○○

Cultural Awareness ○○○○○○

Empathy ○○○○○○

Etiquette (Street) ○○○○○○

Etiquette (Middle) ○○○○○○

Etiquette (Upper) ○○○○○○

Gambling ○○○○○○

Haggle / Barter ○○○○○○

Leadership ○○○○○○

Interrogation ○○○○○○

Intimidation ○○○○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Subterfuge ○○○○○○

\_\_\_\_\_ ○○○○○○

## DISCIPLINES

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## MERITS/FLAWS

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## HUMANITY

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## HEALTH LEVELS

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## WILLPOWER

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## BLOODPOOL

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## BACKGROUNDS

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## VIRTUES

Conscience ●○○○○○

Self-Control ●○○○○○

Courage ●○○○○○

XP

Dodge: Dex + Dodge (Target 6) Subtracts from Damage Total **Soak** = Stamina + 2 (Target 6)

Attributes 7/5/3 • Skills 13/9/5 • Merits 7 dots • Flaws 7 dots • Disciplines 3 dots • Backgrounds 5 dots • Virtues 7 dots

XP Cost per dot Attribute – 5XP, Skills – 2XP, Disciplines – 7XP, Virtues – 2XP, Willpower – 2XP, Backgrounds – 1XP

Willpower = Intelligence + Humanity. Base Humanity = Conscience + Self Control