Victorian Vampire LARP

MIND'S EYE THEATRE
VAMPIRE
THE MASQUERADE

Character:
Player:
Archetype:
Clan:
Title:
Setting/Sect: Victorian AtSSG

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Strength ☐Dexterity ☐Stamina

Social ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Charisma ☐Manipulation ☐Appearance

Mental ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Perception ☐Intelligence ☐Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics	○○○○○	Empathy	○○○○○	Performance	○○○○○
Animal Ken	○○○○○	Firearms	○○○○○	Performance	○○○○○
Athletics	○○○○○	Intimidation	○○○○○	Science	○○○○○
Awareness	○○○○○	Investigation	○○○○○	Science	○○○○○
Brawl	○○○○○	Leadership	○○○○○	Security	○○○○○
Finance	○○○○○	Linguistics	○○○○○	Stealth	○○○○○
Crafts	○○○○○	Lore	○○○○○	Streetwise	○○○○○
Crafts	○○○○○	Medicine	○○○○○	Subterfuge	○○○○○
Dodge	○○○○○	Melee	○○○○○	Survival	○○○○○
Drive Ride Skills	○○○○○	Occult	○○○○○		○○○○○

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

Generation ●○○○○
○○○○○
○○○○○
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○○○○○
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○○○○○

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

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○○○○○
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○○○○○

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

(Characters begin on Humanity, with a Morality of 5.)

1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

Healthy	☐☐☐
Injured	☐☐☐
Incapacitated	☐☐☐

Status

Common Test Pools

Initiative:

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Beast Traits

(All Beast Traits are removed after a day's sleep.)
1 – Wrong Another, 2 – Inflicting Injury, 3 – Killing, 5 – Heinous Acts

☐**1 Beast Trait**
Rage: *Test if you take 4 damage;* **Hunger:** *Test if out of blood;*
Fear: *Test if immersed in fire or sunlight.*

☐**2 Beast Traits**
Rage: *Test at 3 damage;* **Hunger:** *Test if blood is below 1/3;*
Fear: *Test if burned by fire or sunlight.*

☐**3 Beast Traits**
Rage: *Test at 2 damage;* **Hunger:** *Test if blood is below 1/2;*
Fear: *Standing too close to fire or sunlight.*

☐**4 Beast Traits**
Rage: *Test if you take any damage;* **Hunger:** *Test if not at full blood;*
Fear: *Seeing sunlight or fire larger then a lighter.*

☐**5 Beast Traits**
Lose a permanent point of Morality.

Difficulty Scale: Easy –5, Standard –8, Difficult –15, Challenging –20, Epic –30

VAMPIRE: THE VICTORIAN AGE

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus

OTHER TRAITS

ooooooooo	ooooooooo	ooooooooo
ooooooooo	ooooooooo	ooooooooo
ooooooooo	ooooooooo	ooooooooo

RITUALS

Name	Level

PATHS

	ooooo
	ooooo
	ooooo
	ooooo
	ooooo
	ooooo

Experience

Total:
Total Spent:
Spent On:

Derangements

Languages

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class:
Rating:
Penalty:
Description:

EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

BLOOD BONDS/VINICULI

Bound To	Rating	Bound To	Rating

HAVENS

Location	Description

VAMPIRE: THE VICTORIAN AGE

HISTORY

Prelude

Goals

DESCRIPTION

Age:
Apparent Age:
Date of Birth:
R.I.P.:
Hair:
Eyes:
Race:
Nationality:
Height:
Weight:
Sex:

VISUALS

Coterie Chart

Character Sketch