

The Hunters Hunted

Vampire: The Masquerade

Name:

Nature:

Motive:

Player:

Demeanor:

Method:

Chronicle:

Concept:

Residence:

Attributes

Physical

Strength_____00000
Dexterity_____00000
Stamina_____00000

Social

Charisma_____00000
Manipulation_____00000
Appearance_____00000

Mental

Perception_____00000
Intelligence_____00000
Wits_____00000

Abilities

Talents

Acting_____00000
Alertness_____00000
Athletics_____00000
Brawl_____00000
Dodge_____00000
Empathy_____00000
Intimidation_____00000
Leadership_____00000
Streetwise_____00000
Subterfuge_____00000

Skills

Animal Ken_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Melee_____00000
Music_____00000
Repair_____00000
Security_____00000
Stealth_____00000
Survival_____00000

Knowledges

Bureaucracy_____00000
Computer_____00000
Finance_____00000
Investigation_____00000
Law_____00000
Linguistics_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Science_____00000

Advantages

Numina & Other Traits

_____00000
_____00000
_____00000
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_____00000
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_____00000
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_____00000
_____00000

Backgrounds

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

Virtues

Conscience_____00000
Self-Control_____00000
Courage_____00000

Merits & Flaws

Merits _____ Cost _____

Flaws _____ Bonus _____

Humanity

0 0 0 0 0 0 0 0 0 0

Faith

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0
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Combat

Weapon	Damage	Diff.

Health

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

Experience
