

# VAMPIRE

## THE MASQUERADE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

Sire:

### Attributes

#### Physical

Strength \_\_\_\_\_ OOOOOOOOOO  
Dexterity \_\_\_\_\_ OOOOOOOOOO  
Stamina \_\_\_\_\_ OOOOOOOOOO

#### Social

Charisma \_\_\_\_\_ OOOOOOOOOO  
Manipulation \_\_\_\_\_ OOOOOOOOOO  
Appearance \_\_\_\_\_ OOOOOOOOOO

#### Mental

Perception \_\_\_\_\_ OOOOOOOOOO  
Intelligence \_\_\_\_\_ OOOOOOOOOO  
Wits \_\_\_\_\_ OOOOOOOOOO

### Abilities

#### Talents

Alertness \_\_\_\_\_ OOOOOOOOOO  
Athletics \_\_\_\_\_ OOOOOOOOOO  
Awareness \_\_\_\_\_ OOOOOOOOOO  
Brawl \_\_\_\_\_ OOOOOOOOOO  
Empathy \_\_\_\_\_ OOOOOOOOOO  
Expression \_\_\_\_\_ OOOOOOOOOO  
Intimidation \_\_\_\_\_ OOOOOOOOOO  
Leadership \_\_\_\_\_ OOOOOOOOOO  
Streetwise \_\_\_\_\_ OOOOOOOOOO  
Subterfuge \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

#### Skills

Animal Ken \_\_\_\_\_ OOOOOOOOOO  
Crafts \_\_\_\_\_ OOOOOOOOOO  
Drive \_\_\_\_\_ OOOOOOOOOO  
Etiquette \_\_\_\_\_ OOOOOOOOOO  
Firearms \_\_\_\_\_ OOOOOOOOOO  
Larceny \_\_\_\_\_ OOOOOOOOOO  
Melee \_\_\_\_\_ OOOOOOOOOO  
Performance \_\_\_\_\_ OOOOOOOOOO  
Stealth \_\_\_\_\_ OOOOOOOOOO  
Survival \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

#### Knowledges

Academics \_\_\_\_\_ OOOOOOOOOO  
Computer \_\_\_\_\_ OOOOOOOOOO  
Finance \_\_\_\_\_ OOOOOOOOOO  
Investigation \_\_\_\_\_ OOOOOOOOOO  
Law \_\_\_\_\_ OOOOOOOOOO  
Medicine \_\_\_\_\_ OOOOOOOOOO  
Occult \_\_\_\_\_ OOOOOOOOOO  
Politics \_\_\_\_\_ OOOOOOOOOO  
Science \_\_\_\_\_ OOOOOOOOOO  
Technology \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

### Advantages

#### Disciplines

\_\_\_\_\_ OOOOOOOOOO  
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#### Backgrounds

\_\_\_\_\_ OOOOOOOOOO  
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#### Virtues

Conscience/Conviction \_\_\_\_\_ OOOOO  
Self-Control/Instinct \_\_\_\_\_ OOOOO  
Courage \_\_\_\_\_ OOOOO

### Humanity/Path

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\_\_\_\_\_ OOOOOOOOOO  
Bearing: \_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_ OOOOOOOOOO  
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### Blood Pool

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Blood Per Turn: \_\_\_\_\_

### Health

Bruised \_\_\_\_\_ □  
Hurt -1 \_\_\_\_\_ □  
Injured -1 \_\_\_\_\_ □  
Wounded -2 \_\_\_\_\_ □  
Mauled -2 \_\_\_\_\_ □  
Crippled -5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

### Weakness

### Experience