

20TH ANNIVERSARY EDITION

# VAMPIRE

## THE MASQUERADE

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

### Attributes

#### Physical

Strength\_\_\_\_\_OOOOOOOOO  
Dexterity\_\_\_\_\_OOOOOOOOO  
Stamina\_\_\_\_\_OOOOOOOOO

#### Social

Charisma\_\_\_\_\_OOOOOOOOO  
Manipulation\_\_\_\_\_OOOOOOOOO  
Appearance\_\_\_\_\_OOOOOOOOO

#### Mental

Perception\_\_\_\_\_OOOOOOOOO  
Intelligence\_\_\_\_\_OOOOOOOOO  
Wits\_\_\_\_\_OOOOOOOOO

### Abilities

#### Talents

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

#### Skills

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

#### Knowledges

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

### Advantages

#### Disciplines

\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO

#### Backgrounds

\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO  
\_\_\_\_\_OOOOOOOOO

#### Virtues

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

### Humanity/Path

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_OOOOOOOOOO  
Bearing:\_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_OOOOOOOOOO  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□□□□□□□□□  
□□□□□□□□□□  
□□□□□□□□□□

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

### Health

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

### Weakness

### Experience