

# VAMPIRE

## THE MASQUERADE

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

### Attributes

#### Physical

Strength \_\_\_\_\_ ●○○○○○  
Dexterity \_\_\_\_\_ ●○○○○○  
Stamina \_\_\_\_\_ ●○○○○○

#### Social

Charisma \_\_\_\_\_ ●○○○○○  
Manipulation \_\_\_\_\_ ●○○○○○  
Appearance \_\_\_\_\_ ●○○○○○

#### Mental

Perception \_\_\_\_\_ ●○○○○○  
Intelligence \_\_\_\_\_ ●○○○○○  
Wits \_\_\_\_\_ ●○○○○○

### Abilities

#### Talents

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

#### Skills

Animal Ken \_\_\_\_\_ ○○○○○○  
Crafts \_\_\_\_\_ ○○○○○○  
Drive \_\_\_\_\_ ○○○○○○  
Etiquette \_\_\_\_\_ ○○○○○○  
Firearms \_\_\_\_\_ ○○○○○○  
Larceny \_\_\_\_\_ ○○○○○○  
Melee \_\_\_\_\_ ○○○○○○  
Performance \_\_\_\_\_ ○○○○○○  
Stealth \_\_\_\_\_ ○○○○○○  
Survival \_\_\_\_\_ ○○○○○○  
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#### Knowledges

Academics \_\_\_\_\_ ○○○○○○  
Computer \_\_\_\_\_ ○○○○○○  
Finance \_\_\_\_\_ ○○○○○○  
Investigation \_\_\_\_\_ ○○○○○○  
Law \_\_\_\_\_ ○○○○○○  
Medicine \_\_\_\_\_ ○○○○○○  
Occult \_\_\_\_\_ ○○○○○○  
Politics \_\_\_\_\_ ○○○○○○  
Science \_\_\_\_\_ ○○○○○○  
Technology \_\_\_\_\_ ○○○○○○  
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### Advantages

#### Disciplines

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#### Backgrounds

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#### Virtues

Conscience/Conviction \_\_\_\_\_ ●○○○○○  
Self-Control/Instinct \_\_\_\_\_ ●○○○○○  
Courage \_\_\_\_\_ ●○○○○○

### Humanity/Path

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

### Willpower

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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