

# 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 \_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○

#### Knowledges

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

### Advantages

#### Disciplines

\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○

#### Backgrounds

\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○  
\_\_\_\_\_ ○○○○○○○○○

#### Virtues

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

### Merits & Flaws

|              |             |
|--------------|-------------|
| <b>Merit</b> | <b>Cost</b> |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |
| <b>Flaw</b>  | <b>Cost</b> |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |
| _____        | _____       |

### Humanity/Path

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

### Willpower

○○○○○○○○○○○○○○  
□□□□□□□□□□

### Blood Pool

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

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

### Health

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

### Weakness

### Experience