

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

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Cost
_____	_____
_____	_____
_____	_____
_____	_____

Humanity/Path

○○○○○○○○○○○○○○
Bearing: _____ ()

Willpower

○○○○○○○○○○○○○○
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□

Blood Per Turn: _____

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience