

VAMPIRE

THE MASQUERADE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

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 _____ ●○○○○○

Humanity/Path

○○○○○○○○○○○○○○
Bearing: _____ ()

Willpower

○○○○○○○○○○○○○○
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□

Blood Per Turn: _____

Health

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

Weakness

Experience

