

20TH ANNIVERSARY EDITION

# 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 \_\_\_\_\_ ●○○○○

### Humanity/Path

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

○○○○○○○○○○  
Bearing: \_\_\_\_\_ ( )

### Willpower

○○○○○○○○○○  
□□□□□□□□□□

### Blood Pool

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

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

### Health

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

### Weakness

### Experience

