

20TH ANNIVERSARY EDITION

VAMPIRE

THE MASQUERADE

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

Attributes

Physical

Strength_____OOOOOOOOO
Dexterity_____OOOOOOOOO
Stamina_____OOOOOOOOO

Social

Charisma_____OOOOOOOOO
Manipulation_____OOOOOOOOO
Appearance_____OOOOOOOOO

Mental

Perception_____OOOOOOOOO
Intelligence_____OOOOOOOOO
Wits_____OOOOOOOOO

Abilities

Talents

Alertness_____OOOOOOOOO
Athletics_____OOOOOOOOO
Awareness_____OOOOOOOOO
Brawl_____OOOOOOOOO
Empathy_____OOOOOOOOO
Expression_____OOOOOOOOO
Intimidation_____OOOOOOOOO
Leadership_____OOOOOOOOO
Streetwise_____OOOOOOOOO
Subterfuge_____OOOOOOOOO
_____OOOOOOOOO

Skills

Animal Ken_____OOOOOOOOO
Crafts_____OOOOOOOOO
Drive_____OOOOOOOOO
Etiquette_____OOOOOOOOO
Firearms_____OOOOOOOOO
Larceny_____OOOOOOOOO
Melee_____OOOOOOOOO
Performance_____OOOOOOOOO
Stealth_____OOOOOOOOO
Survival_____OOOOOOOOO
_____OOOOOOOOO

Knowledges

Academics_____OOOOOOOOO
Computer_____OOOOOOOOO
Finance_____OOOOOOOOO
Investigation_____OOOOOOOOO
Law_____OOOOOOOOO
Medicine_____OOOOOOOOO
Occult_____OOOOOOOOO
Politics_____OOOOOOOOO
Science_____OOOOOOOOO
Technology_____OOOOOOOOO
_____OOOOOOOOO

Advantages

Disciplines

_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO

Backgrounds

_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO

Virtues

Conscience/Conviction_____OOOOO
Self-Control/Instinct_____OOOOO
Courage_____OOOOO

Humanity/Path

_____OOOOOOOOOO
Bearing:_____ ()

Willpower

_____OOOOOOOOOO
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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

