

VAMPIRE

THE MASQUERADE

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

Attributes

Physical

Strength_____000000000
Dexterity_____000000000
Stamina_____000000000

Social

Charisma_____000000000
Manipulation_____000000000
Appearance_____000000000

Mental

Perception_____000000000
Intelligence_____000000000
Wits_____000000000

Abilities

Talents

Alertness_____000000000
Athletics_____000000000
Awareness_____000000000
Brawl_____000000000
Empathy_____000000000
Expression_____000000000
Intimidation_____000000000
Leadership_____000000000
Streetwise_____000000000
Subterfuge_____000000000
_____000000000

Skills

Animal Ken_____000000000
Crafts_____000000000
Drive_____000000000
Etiquette_____000000000
Firearms_____000000000
Larceny_____000000000
Melee_____000000000
Performance_____000000000
Stealth_____000000000
Survival_____000000000
_____000000000

Knowledges

Academics_____000000000
Computer_____000000000
Finance_____000000000
Investigation_____000000000
Law_____000000000
Medicine_____000000000
Occult_____000000000
Politics_____000000000
Science_____000000000
Technology_____000000000
_____000000000

Advantages

Disciplines

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Backgrounds

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Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Other Traits

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Humanity/Path

_____000000000
Bearing:_____ ()

Willpower

_____000000000
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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

