

VAMPIRE

The Masquerade

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength _____ 0000000000
Dexterity _____ 0000000000
Stamina _____ 0000000000

Social

Charisma _____ 0000000000
Manipulation _____ 0000000000
Appearance _____ 0000000000

Mental

Perception _____ 0000000000
Intelligence _____ 0000000000
Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
Athletics _____ 0000000000
Awareness _____ 0000000000
Brawl _____ 0000000000
Empathy _____ 0000000000
Expression _____ 0000000000
Intimidation _____ 0000000000
Leadership _____ 0000000000
Streetwise _____ 0000000000
Subterfuge _____ 0000000000

Skills

Animal Ken _____ 0000000000
Crafts _____ 0000000000
Drive _____ 0000000000
Etiquette _____ 0000000000
Firearms _____ 0000000000
Larceny _____ 0000000000
Melee _____ 0000000000
Performance _____ 0000000000
Stealth _____ 0000000000
Survival _____ 0000000000

Knowledges

Academics _____ 0000000000
Computer _____ 0000000000
Finance _____ 0000000000
Investigation _____ 0000000000
Law _____ 0000000000
Medicine _____ 0000000000
Occult _____ 0000000000
Politics _____ 0000000000
Science _____ 0000000000
Technology _____ 0000000000

Advantages

Disciplines

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Backgrounds

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Virtues

Conscience/Conviction _____ 00000
Self-Control/Instinct _____ 00000
Courage _____ 00000

Other Traits

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Humanity/Path

_____ 0000000000
Bearing: _____ ()

Willpower

_____ 0000000000
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

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

Weakness

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Paths

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

VAMPIRE

The Masquerade

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Haven

Location

Description
