

VAMPIRE

THE MASQUERADE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

Sire:

Attributes

Physical

Strength _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO

Social

Charisma _____ OOOOOOOOOO
Manipulation _____ OOOOOOOOOO
Appearance _____ OOOOOOOOOO

Mental

Perception _____ OOOOOOOOOO
Intelligence _____ OOOOOOOOOO
Wits _____ OOOOOOOOOO

Abilities

Talents

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

Skills

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

Knowledges

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

Advantages

Disciplines

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Backgrounds

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

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

VAMPIRE

THE MASQUERADE

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Havens

Location

Description
