

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
Legerdemain _____ 0000000000
Subterfuge _____ 0000000000
_____ 0000000000

Skills

Animal Ken _____ 0000000000
Archery _____ 0000000000
Crafts _____ 0000000000
Commerce _____ 0000000000
Etiquette _____ 0000000000
Melee _____ 0000000000
Performance _____ 0000000000
Ride _____ 0000000000
Stealth _____ 0000000000
Survival _____ 0000000000
_____ 0000000000

Knowledges

Academics _____ 0000000000
Enigmas _____ 0000000000
Hearth Wisdom _____ 0000000000
Investigation _____ 0000000000
Law _____ 0000000000
Medicine _____ 0000000000
Occult _____ 0000000000
Politics _____ 0000000000
Seneschal _____ 0000000000
Theology _____ 0000000000
_____ 0000000000

Advantages

Disciplines

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

Backgrounds

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

Virtues

Conscience/Conviction _____ 000000
Self-Control/Instinct _____ 000000
Courage _____ 000000

Humanity/Path

_____ 000000000000
Bearing: _____ ()

Willpower

_____ 000000000000
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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
