

# VAMPIRE: THE MASQUERADE

20<sup>TH</sup> ANNIVERSARY EDITION

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

## Attributes

### Physical

Strength \_\_\_\_\_ ●○○○○○○○○  
 Dexterity \_\_\_\_\_ ●○○○○○○○○  
 Stamina \_\_\_\_\_ ●○○○○○○○○

### Social

Charisma \_\_\_\_\_ ●○○○○○○○○  
 Manipulation \_\_\_\_\_ ●○○○○○○○○  
 Appearance \_\_\_\_\_ ●○○○○○○○○

### Mental

Perception \_\_\_\_\_ ●○○○○○○○○  
 Intelligence \_\_\_\_\_ ●○○○○○○○○  
 Wits \_\_\_\_\_ ●○○○○○○○○

## Abilities

### Talents

Alertness \_\_\_\_\_ ○○○○○○○○○  
 Athletics \_\_\_\_\_ ○○○○○○○○○  
 Awareness \_\_\_\_\_ ○○○○○○○○○  
 Brawl \_\_\_\_\_ ○○○○○○○○○  
 Empathy \_\_\_\_\_ ○○○○○○○○○  
 Expression \_\_\_\_\_ ○○○○○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○○○○○  
 Leadership \_\_\_\_\_ ○○○○○○○○○  
 Streetwise \_\_\_\_\_ ○○○○○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○

### Skills

Animal Ken \_\_\_\_\_ ○○○○○○○○○  
 Crafts \_\_\_\_\_ ○○○○○○○○○  
 Drive \_\_\_\_\_ ○○○○○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○○○○○  
 Firearms \_\_\_\_\_ ○○○○○○○○○  
 Larceny \_\_\_\_\_ ○○○○○○○○○  
 Melee \_\_\_\_\_ ○○○○○○○○○  
 Performance \_\_\_\_\_ ○○○○○○○○○  
 Stealth \_\_\_\_\_ ○○○○○○○○○  
 Survival \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○

### Knowledges

Academics \_\_\_\_\_ ○○○○○○○○○  
 Computer \_\_\_\_\_ ○○○○○○○○○  
 Finance \_\_\_\_\_ ○○○○○○○○○  
 Investigation \_\_\_\_\_ ○○○○○○○○○  
 Law \_\_\_\_\_ ○○○○○○○○○  
 Medicine \_\_\_\_\_ ○○○○○○○○○  
 Occult \_\_\_\_\_ ○○○○○○○○○  
 Politics \_\_\_\_\_ ○○○○○○○○○  
 Science \_\_\_\_\_ ○○○○○○○○○  
 Technology \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○

## Advantages

### Disciplines

\_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○

### Backgrounds

\_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○○

### Virtues

Conscience/Conviction \_\_\_\_\_ ●○○○○  
 Self-Control/Instinct \_\_\_\_\_ ●○○○○  
 Courage \_\_\_\_\_ ●○○○○

## Humanity/Path

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

○○○○○○○○○○○○○○  
 Bearing: \_\_\_\_\_ ( )

## Willpower

○○○○○○○○○○○○○○  
 □□□□□□□□□□

## Blood Pool

□□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□

Blood Per Turn: \_\_\_\_\_

## Health

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

## Weakness

## Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)







# VAMPIRE: THE MASQUERADE

20<sup>TH</sup> ANNIVERSARY EDITION

## 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**

---

---

---

---



# VAMPIRE: THE MASQUERADE

20<sup>TH</sup> ANNIVERSARY EDITION

## History

### Prelude

---

---

---

---

---

---

---

---

---

---

### Goals

---

---

---

## Description

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
R.I.P.: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

---

---

---

---

---

---

---

---

---

---

## Visuals

Coterie Chart

Character Sketch

