

VAMPIRE

THE MASQUERADE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
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

_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000

Backgrounds

_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000
_____ 000000000

Virtues

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

Humanity/Path

_____ 00000000000000
Bearing: _____ ()

Willpower

_____ 00000000000000
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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
