

# VAMPIRE

## THE MASQUERADE

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
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

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
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#### Backgrounds

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

#### Virtues

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

### Humanity/Path

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

### Willpower

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□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□□□□□□□□□

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

### Health

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

### Weakness

### Experience

# VAMPIRE

## THE MASQUERADE

### Merits & Flaws

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

### Other Traits

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

### Rituals

### Paths

Name	Level	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

### Experience

### Derangements

<b>Total:</b> _____	_____
<b>Total Spent:</b> _____	_____
<b>Spent On:</b> _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

**Class:** \_\_\_\_\_  
**Rating:** \_\_\_\_\_  
**Penalty:** \_\_\_\_\_  
**Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# VAMPIRE

## THE MASQUERADE

### Expanded Backgrounds

**Allies**

**Mentor**

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**Contacts**

**Resources**

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**Fame**

**Retainers**

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**Herd**

**Status**

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**Influence**

**Other(\_\_\_\_\_)**

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### Possessions

**Gear(Carried)**

**Equipment(Owned)**

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**Feeding Grounds**

**Vehicles**

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### Blood Bonds/Vinculi

**Bound To**

**Rating**

**Bound To**

**Rating**

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### Havens

**Location**

**Description**

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