

VAMPIRE: THE MASQUERADE

20TH 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)

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Merits & Flaws

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

Other Traits

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Rituals

Paths

Name	Level	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

Experience

Derangements

Total: _____	_____
Total Spent: _____	_____
Spent On: _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

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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

_____	_____
_____	_____
_____	_____

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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

