

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

Other Traits

_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000

Humanity/Path

_____000000000
Bearing:_____ ()

Willpower

_____000000000
□□□□□□□□□□

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

Merits & Flaws

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

Other Traits

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

Rituals

Paths

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

Experience

Derangements

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

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

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
