

VAMPIRE

THE MASQUERADE

Name: _____ Nature: _____ Clan: _____
Player: _____ Demeanor: _____ Generation: _____
Chronicle: _____ Concept: _____ Sire: _____

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Drive _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Larceny _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Leadership _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000

Advantages

Disciplines	Backgrounds	Virtues
_____ 00000	_____ 00000	Conscience/Conviction _____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	Self-Control/Instinct _____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	_____ 00000

Humanity/Path

0 0 0 0 0 0 0 0 0 0
Bearing: _____ ()

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Willpower

0 0 0 0 0 0 0 0 0 0

Weakness

Blood Pool

Experience

Blood Per Turn: _____

Merits, Flaws, etc.

Combat

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

Armor	_____	Class	Rating	Penalty
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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_____	_____	_____	_____	_____	_____	_____

Armor	_____	Class	Rating	Penalty
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____