

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 | Self-Control/Instinct | _____00000 |
| _____ | _____00000 | _____ | _____00000 | Courage | _____00000 |
| _____ | _____00000 | _____ | _____00000 | | |
| _____ | _____00000 | _____ | _____00000 | | |
| _____ | _____00000 | _____ | _____00000 | | |

Humanity/Path

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

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Blood Per Turn: _____

Health

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

Weakness

Experience

Combat

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

| | | | |
|-------|-------|--------|---------|
| Armor | Class | Rating | Penalty |
| _____ | _____ | _____ | _____ |

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Advantages

| Disciplines | | Backgrounds | | Virtues | |
|-------------|------------|-------------|------------|-----------------------|------------|
| _____ | _____00000 | _____ | _____00000 | Conscience/Conviction | _____00000 |
| _____ | _____00000 | _____ | _____00000 | Self-Control/Instinct | _____00000 |
| _____ | _____00000 | _____ | _____00000 | Courage | _____00000 |
| _____ | _____00000 | _____ | _____00000 | | |
| _____ | _____00000 | _____ | _____00000 | | |
| _____ | _____00000 | _____ | _____00000 | | |

Humanity/Path

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

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Blood Per Turn: _____

Health

| | | |
|---------------|----|---|
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| Mauled | -2 | □ |
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Weakness

Experience

Combat

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

| | | | |
|-------|-------|--------|---------|
| Armor | Class | Rating | Penalty |
| _____ | _____ | _____ | _____ |