

VAMPIRE

THE MASQUERADE

Name: _____ Clan: _____ Bloodline: _____
 Player: _____ Covenant: _____ Chronicle: _____
 Concept: _____ XP: _____
 Origin Path: _____ 00000
 Role Path: _____ 00000
 Society Path: _____ 00000
 Other Path: _____ 00000

←↔ SKILLS ↔↔ SPECIALTIES ↔↔ EDGES (MERITS) ↔↔

<input type="checkbox"/> Academics _____	00000	_____	_____	00000
<input type="checkbox"/> Athletics _____	00000	_____	_____	00000
<input type="checkbox"/> Close Combat _____	00000	_____	_____	00000
<input type="checkbox"/> Culture _____	00000	_____	_____	00000
<input type="checkbox"/> Empathy _____	00000	_____	_____	00000
<input type="checkbox"/> Firearms _____	00000	_____	_____	00000
<input type="checkbox"/> Integrity _____	00000	_____	_____	00000
<input type="checkbox"/> Leadership _____	00000	_____	_____	00000
<input type="checkbox"/> Lore _____	00000	_____	_____	00000
<input type="checkbox"/> Medicine _____	00000	_____	_____	00000
<input type="checkbox"/> Persuasion _____	00000	_____	_____	00000
<input type="checkbox"/> Pilot _____	00000	_____	_____	00000
<input type="checkbox"/> Science _____	00000	_____	_____	00000
<input type="checkbox"/> Subterfuge _____	00000	_____	_____	00000
<input type="checkbox"/> Survival _____	00000	_____	_____	00000
<input type="checkbox"/> Technology _____	00000	_____	_____	00000

←↔ SKILL TRICKS ↔↔

←↔ ATTRIBUTES ↔↔

APPROACH	MENTAL	PHYSICAL	SOCIAL
<input type="checkbox"/> Force _____	Intellect 00000	Might 00000	Presence 00000
<input type="checkbox"/> Finesse _____	Cunning 00000	Dexterity 00000	Manipulation 00000
<input type="checkbox"/> Resilience _____	Resolve 00000	Stamina 00000	Composure 00000

←↔ DEFENSE ↔↔ HUMANITY ↔↔ BLOOD POTENCY ↔↔

Defense _____	00000	00000	00000	00000
Defense Pool _____	Compulsion: _____	_____	_____	_____
Soft Armor _____	Touchstones: _____	_____	_____	_____

Initiative _____

Movement _____

Note: _____

←↔ HUNGER ↔↔

00000

←↔ INJURY ↔↔ Frenzy: _____ ↔↔ STRESS ↔↔

<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distaught _____ +2
<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distaught _____ +2
<input type="checkbox"/> Maimed _____ +4	<input type="checkbox"/> Haunted _____ +4
Taken Out	Burned Out

