

VAMPIRE

THE MASQUERADE

NAME: _____
 CONCEPT: _____
 CHRONICLE: _____
 AMBITION: _____
 DESIRE: _____
 PREDATOR TYPE: _____
 CLAN: _____
 GENERATION: _____
 SIRE: _____

ATTRIBUTES

PHYSICAL
 Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000
SOCIAL
 Charisma _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000
MENTAL
 Intelligence _____ 00000
 Wits _____ 00000
 Resolve _____ 00000

HEALTH

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WILLPOWER

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HUMANITY

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HUNGER

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BLOOD POTENCY

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE

HUNTING

SKILLS

PHYSICAL

Athletics _____ 00000
 Brawl _____ 00000
 Craft _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

SOCIAL

Animal Ken _____ 00000
 Etiquette _____ 00000
 Insight _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Performance _____ 00000
 Persuasion _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

MENTAL

Academics _____ 00000
 Awareness _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

ADVANTAGES

BACKGROUNDS

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

MERITS

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

FLAWS

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

CLAN BANE

WEAPONS

DISCIPLINES

_____ 00000
 1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 _____ 00000
 1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 _____ 00000
 1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 _____ 00000
 1 _____
 2 _____
 3 _____
 4 _____
 5 _____