

VAMPIRE

THE MASQUERADE

NAME:

AMBITION:

CLAN:

CONCEPT:

DESIRE:

GENERATION:

CHRONICLE:

PREDATOR TYPE:

SIRE:

ATTRIBUTES

PHYSICAL

Strength _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO

SOCIAL

Charisma _____ OOOOOOOOOO
Manipulation _____ OOOOOOOOOO
Composure _____ OOOOOOOOOO

MENTAL

Intelligence _____ OOOOOOOOOO
Wits _____ OOOOOOOOOO
Resolve _____ OOOOOOOOOO

SKILLS

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

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

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

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

DISCIPLINES

_____ OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO
1 _____
2 _____
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4 _____
5 _____

_____ OOOOO
1 _____
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5 _____

_____ OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____

HEALTH

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WILLPOWER

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HUMANITY

□□□□ □□□□

HUNGER

□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

Feeding Penalty:

Bane Severity:

RESONANCE

HUNTING

