

VAMPIRE

THE MASQUERADE

Name	Concept	Predator
Chronicle	Ambition	Clan
Sire	Desire	Generation

ATTRIBUTES

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	○○○○○	Charisma	○○○○○	Intelligence	○○○○○
Dexterity	○○○○○	Manipulation	○○○○○	Wits	○○○○○
Stamina	○○○○○	Composure	○○○○○	Resolve	○○○○○
Health		Willpower			
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SKILLS

Athletics.....	○○○○○	Animal Ken.....	○○○○○	Academics.....	○○○○○
Brawl.....	○○○○○	Etiquette.....	○○○○○	Awareness.....	○○○○○
Craft.....	○○○○○	Insight.....	○○○○○	Finance.....	○○○○○
Drive.....	○○○○○	Intimidation.....	○○○○○	Investigation.....	○○○○○
Firearms.....	○○○○○	Leadership.....	○○○○○	Medicine.....	○○○○○
Larceny.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Melee.....	○○○○○	Persuasion.....	○○○○○	Politics.....	○○○○○
Stealth.....	○○○○○	Streetwise.....	○○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge.....	○○○○○	Technology.....	○○○○○

DISCIPLINES

○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○

Resonance.....

Hunger □□□□□

Humanity □□□□□ □□□□□

Chronicle Tenets

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Touchstones & Convictions

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Clan Bane

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Advantages & Flaws

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Notes

Blood Potency ○○○○○ ○○○○○

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

Total Experience

Spent Experience

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History