



VAMPIRE

THE MASQUERADE

GEHENNA

Name:

Nature:

Generation:

Player:

Demeanor:

Concept:

Chronicle:

Clan:

Haven:

ATTRIBUTES

Physical

Strength _____●○○○○○○○○
Dexterity _____●○○○○○○○○
Stamina _____●○○○○○○○○

Social

Charisma _____●○○○○○○○○
Manipulation _____●○○○○○○○○
Appearance _____●○○○○○○○○

Mental

Perception _____●○○○○○○○○
Intelligence _____●○○○○○○○○
Wits _____●○○○○○○○○

ABILITIES

Talents

Alertness _____○○○○○○○○○
Athletics _____○○○○○○○○○
Brawl _____○○○○○○○○○
Dodge _____○○○○○○○○○
Empathy _____○○○○○○○○○
Expression _____○○○○○○○○○
Intimidation _____○○○○○○○○○
Leadership _____○○○○○○○○○
Streetwise _____○○○○○○○○○
Subterfuge _____○○○○○○○○○

Skills

Animal Ken _____○○○○○○○○○
Crafts _____○○○○○○○○○
Drive _____○○○○○○○○○
Etiquette _____○○○○○○○○○
Firearms _____○○○○○○○○○
Melee _____○○○○○○○○○
Performance _____○○○○○○○○○
Security _____○○○○○○○○○
Stealth _____○○○○○○○○○
Survival _____○○○○○○○○○

Knowledges

Academics _____○○○○○○○○○
Computer _____○○○○○○○○○
Finance _____○○○○○○○○○
Investigation _____○○○○○○○○○
Law _____○○○○○○○○○
Linguistics _____○○○○○○○○○
Medicine _____○○○○○○○○○
Occult _____○○○○○○○○○
Politics _____○○○○○○○○○
Science _____○○○○○○○○○

ADVANTAGES

Disciplines

_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○

Backgrounds

_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○
_____○○○○○○○○○

Virtues

Conscience/Conviction _____●○○○○○
Self-Control/Instinct _____●○○○○○
Courage _____●○○○○○

Other Traits

_____○○○○○○○○○
_____○○○○○○○○○
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Humanity/Path

○○○○○○○○○○○○○○○

Willpower

○○○○○○○○○○○○○
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
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□□□□□□□□□□
□□□□□□□□□□

Health

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

Weakness

Experience



OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

RITUALS

PATHS

NAME

LEVEL

_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
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_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000
_____	_____	_____00000000

BLOOD BONDS / VINCULI

BOUND TO

RATING

BOUND TO

RATING

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

==== **Languages** ====

==== **Experience** ====

Total: _____

Total Spent: _____

Spent on: _____

==== **Derangements** ====

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Armor



EXPANDED BACKGROUNDS

ALLIES

Four horizontal lines for notes under ALLIES.

INFLUENCE

Four horizontal lines for notes under INFLUENCE.

CLAN PRESTIGE

Four horizontal lines for notes under CLAN PRESTIGE.

MENTOR

Four horizontal lines for notes under MENTOR.

CONTACTS, MINOR

Four horizontal lines for notes under CONTACTS, MINOR.

RESOURCES

Four horizontal lines for notes under RESOURCES.

CONTACTS, MAJOR

Four horizontal lines for notes under CONTACTS, MAJOR.

RETAINERS

Four horizontal lines for notes under RETAINERS.

HERD

Four horizontal lines for notes under HERD.

STATUS

Four horizontal lines for notes under STATUS.

OTHER

Four horizontal lines for notes under OTHER.

OTHER

Four horizontal lines for notes under OTHER.

POSSESSIONS

GEAR (CARRIED)

Seven horizontal lines for notes under GEAR (CARRIED).

EQUIPMENT (OWNED)

Seven horizontal lines for notes under EQUIPMENT (OWNED).



BOONS

OWED

Minor

Major

Life

OWNED

Minor

Major

Life

DOMAIN

Location/Size

Description/Notes



HISTORY

PRELUDE

Lined area for writing the prelude.

APPEARANCE

Form with labels: Age, Apparent Age, Date of Birth, RIP, Hair, Eyes, Race, Nationality, Height, Weight, Sex.

VISUALS

CHARACTER SKETCH

Large blank area for drawing a character sketch.