

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000000

Charisma _____ 00000000

Perception _____ 00000000

Dexterity _____ 00000000

Manipulation _____ 00000000

Intelligence _____ 00000000

Stamina _____ 00000000

Appearance _____ 00000000

Wits _____ 00000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

_____ 00000000

_____ 00000000

Conscience/Conviction_ 00000

_____ 00000000

_____ 00000000

Self-Control/Instinct_ 00000

_____ 00000000

_____ 00000000

Courage _____ 00000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

MERITS & FLAWS

HUMANITY/PATH

HEALTH

MERIT _____ COST _____

0000000000

Bruised _____

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

WILLPOWER

0000000000

FLAW _____ COST _____

BLOODPOOL

POINTS PER TURN: _____

WEAKNESS

EXPERIENCE