

# VAMPIRE

## THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

### ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

### ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Crafts	_____00000	Computer	_____00000
Brawl	_____00000	Drive	_____00000	Finance	_____00000
Dodge	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Firearms	_____00000	Law	_____00000
Expression	_____00000	Melee	_____00000	Linguistics	_____00000
Intimidation	_____00000	Performance	_____00000	Medicine	_____00000
Leadership	_____00000	Security	_____00000	Occult	_____00000
Streetwise	_____00000	Stealth	_____00000	Politics	_____00000
Subterfuge	_____00000	Survival	_____00000	Science	_____00000

### ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
_____	00000	_____	00000	Conscience/Conviction	_____00000
_____	00000	_____	00000	Self-Control/Instinct	_____00000
_____	00000	_____	00000	Courage	_____00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

#### OTHER TRAITS

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

#### HUMANITY/PATH

0000000000

#### WILLPOWER

0000000000

#### BLOODPOOL

POINTS PER TURN: \_\_\_\_\_

#### HEALTH

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

#### WEAKNESS

#### EXPERIENCE

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### OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### PATHS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### LANGUAGES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### DERANGEMENTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### HISTORY

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### GOALS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### DESCRIPTION

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
R.I.P: _____	HEIGHT: _____
SEX: _____	WEIGHT: _____
RACE: _____	NATIONALITY: _____

### ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### GEAR & EQUIPMENT

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_