

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength___0000000000
Dexterity___0000000000
Stamina___0000000000

Charisma___0000000000
Manipulation___0000000000
Appearance___0000000000

Perception___0000000000
Intelligence___0000000000
Wits___0000000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness___0000000000
Athletics___0000000000
Brawl___0000000000
Dodge___0000000000
Empathy___0000000000
Expression___0000000000
Intimidation___0000000000
Leadership___0000000000
Streetwise___0000000000
Subterfuge___0000000000

Animal Ken___0000000000
Crafts___0000000000
Drive___0000000000
Etiquette___0000000000
Firearms___0000000000
Melee___0000000000
Performance___0000000000
Security___0000000000
Stealth___0000000000
Survival___0000000000

Academics___0000000000
Computer___0000000000
Finance___0000000000
Investigation___0000000000
Law___0000000000
Linguistics___0000000000
Medicine___0000000000
Occult___0000000000
Politics___0000000000
Science___0000000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000

____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000

Conscience/Conviction___00000
Self-Control/Instinct___00000
Courage_____00000

OTHER TRAITS

HUMANITY/PATH

HEALTH

____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
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____0000000000
____0000000000
____0000000000
____0000000000

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
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POINTS PER TURN: _____

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

WEAKNESS

EXPERIENCE

VAMPIRE

THE MASQUERADE

OTHER TRAITS

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

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

