

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

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

HUMANITY/PATH

HEALTH

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

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

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

MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

RITUALS

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

PATHS

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

EXPERIENCE

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

DERANGEMENTS

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

VAMPIRE

THE MASQUERADE

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

HAVENS

LOCATION

DESCRIPTION
