

VAMPIRE

The Masquerade

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ 00000000
 Athletics _____ 00000000
 Brawl _____ 00000000
 Dodge _____ 00000000
 Empathy _____ 00000000
 Expression _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

Animal Ken _____ 00000000
 Crafts _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

Academics _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Linguistics _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Conscience/Conviction _____ 000000
 Self-Control/Instinct _____ 000000
 Courage _____ 000000

OTHER TRAITS

HUMANITY/PATH

HEALTH

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

0 0 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0 0

BLOODPOOL

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

00000000		00000000		00000000
00000000		00000000		00000000
00000000		00000000		00000000

RITUALS

PATHS

NAME	LEVEL		
			00000
			00000
			00000
			00000
			00000
			00000
			00000

EXPERIENCE

DERANGEMENTS

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

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

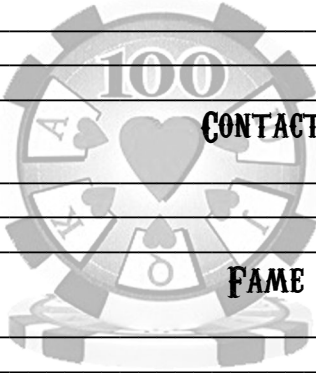
VAMPIRE

The Masquerade

EXPANDED BACKGROUNDS

ALLIES

MENTOR



CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

BLOOD BONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

LOCATION

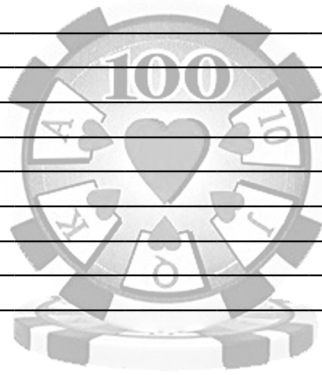
HAVEN'S
DESCRIPTION

VAMPIRE

The Masquerade

HISTORY

PRELUDE



GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

