

Mortals

Vampire: The Masquerade

Name:

Nature:

Age:

Player:

Demeanor:

Sex:

Chronicle:

Concept:

Residence:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Acting _____ 00000
 Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Music _____ 00000
 Repair _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Knowledges

Bureaucracy _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Advantages

Numina & Other Traits

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

Backgrounds

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

Virtues

Conscience _____ 00000
 Self-Control _____ 00000
 Courage _____ 00000

Merits & Flaws

Merits	Cost
_____	_____
_____	_____
_____	_____
_____	_____
Flaws	Bonus
_____	_____
_____	_____
_____	_____
_____	_____

Humanity

0 0 0 0 0 0 0 0 0 0

Faith

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Combat

Weapon	Damage	Diff.

Health

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

Experience
