

# VAMPIRE

## The Masquerade

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Clan:**  
**Generation:**  
**Sire:**

### Attributes

#### Physical

Strength \_\_\_\_\_ 00000000  
Dexterity \_\_\_\_\_ 00000000  
Stamina \_\_\_\_\_ 00000000

#### Social

Charisma \_\_\_\_\_ 00000000  
Manipulation \_\_\_\_\_ 00000000  
Appearance \_\_\_\_\_ 00000000

#### Mental

Perception \_\_\_\_\_ 00000000  
Intelligence \_\_\_\_\_ 00000000  
Wits \_\_\_\_\_ 00000000

### Abilities

#### Talents

Acting \_\_\_\_\_ 00000000  
Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Dodge \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Streetwise \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000

#### Skills

Animal Ken \_\_\_\_\_ 00000000  
Drive \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Firearms \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Music \_\_\_\_\_ 00000000  
Repair \_\_\_\_\_ 00000000  
Security \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000

#### Knowledges

Bureaucracy \_\_\_\_\_ 00000000  
Computer \_\_\_\_\_ 00000000  
Finance \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Linguistics \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Science \_\_\_\_\_ 00000000

### Advantages

#### Disciplines

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

#### Backgrounds

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

#### Virtues

Conscience \_\_\_\_\_ 00000  
Self-Control \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

#### Other Traits

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
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#### Humanity

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#### Willpower

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#### Blood Pool

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#### Health

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

#### Weakness

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## The Masquerade

### Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### Experience

**TOTAL:** \_\_\_\_\_  
**Gained From:**

**TOTAL SPENT:** \_\_\_\_\_  
**Spent On:**

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### Rituals

Name	Level
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_____	_____
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_____	_____
_____	_____
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### Derangements

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### Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table		
Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

**Armor:** \_\_\_\_\_

# VAMPIRE

## The Masquerade

### Expanded Backgrounds

**Allies**

**Influence**

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**Clan Prestige**

**Mentor**

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**Contacts, Minor**

**Resources**

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**Contacts, Major**

**Retainers**

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**Herd**

**Status**

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### Possessions

**Gear (Carried)**

**Equipment (Owned)**

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**Feeding Grounds**

**Vehicles**

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### Haven

**Location**

**Description**

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# VAMPIRE

## The Masquerade

### History

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### Appearance

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
RIP:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

### Visuals

Coterie Chart

Character Sketch

