

# 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

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

#### Skills

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

#### Knowledges

Academics \_\_\_\_\_ 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/Conviction\_ 00000  
Self-Control/Instinct\_ 00000  
Courage \_\_\_\_\_ 00000

#### Other Traits

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
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#### Humanity/Path

\_\_\_\_\_ 0000000000

#### Willpower

0000000000  
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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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### Expanded Backgrounds

**Allies**

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**Clan Prestige**

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**Contacts, Minor**

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**Contacts, Major**

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**Herd**

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**Influence**

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**Mentor**

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**Resources**

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**Retainers**

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**Status**

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### Possessions

**Gear (Carried)**

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**Equipment (Owned)**

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**Feeding Grounds**

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**Vehicles**

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### Haven

**Location**

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**Description**

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