

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
Awareness _____ 00000000
Brawl _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000
_____ 00000000

SKILLS

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

KNOWLEDGES

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

HUMANITY/PATH

00000000000
Bearing: _____ ()

WILLPOWER

00000000000
□□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

BLOOD PER TURN: _____

HEALTH

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

WEAKNESS

EXPERIENCE