

# The Hunters Hunted

## Vampire: The Masquerade

Name: Nature: Motive:  
 Player: Demeanor: Method:  
 Chronicle: Concept: Residence:

### Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

### Abilities

Talents	Skills	Knowledges
Acting _____ 00000	Animal Ken _____ 00000	Bureaucracy _____ 00000
Alertness _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Finance _____ 00000
Brawl _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Melee _____ 00000	Law _____ 00000
Empathy _____ 00000	Music _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Repair _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

### Advantages

Numina & Other Traits	Backgrounds	Virtues
_____ 00000	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Self-Control _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

#### Humanity

O O O O O O O O O O

#### Faith

O O O O O O O O O O

#### Willpower

O O O O O O O O O O

#### Combat

Weapon	Damage	Diff.

#### Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

#### Merits & Flaws

Merits	Cost
_____	_____
_____	_____

Flaws	Bonus
_____	_____
_____	_____

#### Experience