

# VAMPIRE

## THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ ●0000000  
 Dexterity \_\_\_\_\_ ●0000000  
 Stamina \_\_\_\_\_ ●0000000

#### SOCIAL

Charisma \_\_\_\_\_ ●0000000  
 Manipulation \_\_\_\_\_ ●0000000  
 Appearance \_\_\_\_\_ ●0000000

#### MENTAL

Perception \_\_\_\_\_ ●0000000  
 Intelligence \_\_\_\_\_ ●0000000  
 Wits \_\_\_\_\_ ●0000000

### 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

#### MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

#### HUMANITY/PATH

0000000000

#### WILLPOWER

0000000000  
 □□□□□□□□□□

#### BLOODPOOL

□□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□

POINTS PER TURN: \_\_\_\_\_

#### HEALTH

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

#### WEAKNESS

#### EXPERIENCE