

Vampire: The Masquerade

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sect:

ATTRIBUTES

PHYSICAL

Strength _____ ●0000
Dexterity _____ ●0000
Stamina _____ ●0000

SOCIAL

Charisma _____ ●0000
Manipulation _____ ●0000
Appearance _____ ●0000

MENTAL

Perception _____ ●0000
Intelligence _____ ●0000
Wits _____ ●0000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

DISCIPLINES

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

VIRTUES

Conscience _____ ●00000
Self-Control _____ ●00000
Courage _____ ●00000

MERITS

Name _____ Cost _____

FLAWS

Name _____ Cost _____

EXPERIENCE

HEALTH

00000000000000
□□□□□□□□□□
00000000000000
□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

VITAE

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

Vitae Per Turn: _____

HUMANITY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

WEAKNESS

Size: _____ Speed: _____ Defense: _____ Armor: _____ Initiative Mod: _____

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MERITS & FLAWS

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

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

RITUALS

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PATHS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

EXPERIENCE

Total: _____
 Total Spent: _____
 Spent On: _____

DERANGEMENTS

LANGUAGES

COMBAT

Weapon	Dice Mod	Range	Rate	Clip	Conceal

Armor



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EXPANDED BACKGROUNDS

ALLIES

CONTACTS

HERD

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR (CARRIED)

FEEDING GROUNDS

MISC.

EQUIPMENT (OWNED)

VEHICLES

MISC.

HAVENS

LOCATION

DESCRIPTION



