

# Vampire: The Masquerade

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sect:

## ATTRIBUTES

### PHYSICAL

Strength ●○○○○○○○○○○  
Dexterity ●○○○○○○○○○○  
Stamina ●○○○○○○○○○○

### SOCIAL

Charisma ●○○○○○○○○○○  
Manipulation ●○○○○○○○○○○  
Appearance ●○○○○○○○○○○

### MENTAL

Perception ●○○○○○○○○○○  
Intelligence ●○○○○○○○○○○  
Wits ●○○○○○○○○○○

## ABILITIES

### TALENTS

Alertness ○○○○○○○○○○  
Athletics ○○○○○○○○○○  
Brawl ○○○○○○○○○○  
Dodge ○○○○○○○○○○  
Empathy ○○○○○○○○○○  
Expression ○○○○○○○○○○  
Intimidation ○○○○○○○○○○  
Leadership ○○○○○○○○○○  
Streetwise ○○○○○○○○○○  
Subterfuge ○○○○○○○○○○

### SKILLS

Animal Ken ○○○○○○○○○○  
Crafts ○○○○○○○○○○  
Drive ○○○○○○○○○○  
Etiquette ○○○○○○○○○○  
Firearms ○○○○○○○○○○  
Melee ○○○○○○○○○○  
Performance ○○○○○○○○○○  
Security ○○○○○○○○○○  
Stealth ○○○○○○○○○○  
Survival ○○○○○○○○○○

### KNOWLEDGES

Academics ○○○○○○○○○○  
Computer ○○○○○○○○○○  
Finance ○○○○○○○○○○  
Investigation ○○○○○○○○○○  
Law ○○○○○○○○○○  
Linguistics ○○○○○○○○○○  
Medicine ○○○○○○○○○○  
Occult ○○○○○○○○○○  
Politics ○○○○○○○○○○  
Science ○○○○○○○○○○

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_ ○○○○○○○○○○  
\_\_\_\_ ○○○○○○○○○○  
\_\_\_\_ ○○○○○○○○○○  
\_\_\_\_ ○○○○○○○○○○  
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### DISCIPLINES

\_\_\_\_ ○○○○○○○○○○  
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### VIRTUES

Conscience ○○○○○  
Self-Control ●○○○○  
Courage ●○○○○

### MERITS

Name \_\_\_\_\_ Cost \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### FLAWS

Name \_\_\_\_\_ Cost \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### EXPERIENCE

### HEALTH

○○○○○○○○○○○○○○  
□□□□□□□□□□  
○○○○○○○○○○○○○○  
□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### 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: \_\_\_\_\_

# Vampire: The Masquerade

## MERITS & FLAWS

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

## OTHER TRAITS

_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000

## RITUALS

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

## PATHS

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

## EXPERIENCE

Total: \_\_\_\_\_

Total Spent: \_\_\_\_\_

Spent On: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## DERANGEMENTS

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## LANGUAGES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

Weapon	Dice Mod	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Armor

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# Vampire: The Masquerade

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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HERD

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR (CARRIED)

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FEEDING GROUPS

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MISC.

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EQUIPMENT (OWNED)

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VEHICLES

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MISC.

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## HAVENS

LOCATION

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DESCRIPTION

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