

# Vampire: The Masquerade

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sect:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## 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

000000000000  
□□□□□□□□□□  
000000000000  
□□□□□□□□□□

### WILLPOWER

0000000000  
□□□□□□□□□□

### 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

_____	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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# 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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# Vampire: The Masquerade

## HISTORY

### PRELUDE

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## APPEARANCE

Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
RIP: _____	_____
Hair: _____	_____
Eyes: _____	_____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

## COTERIE

NAME

CLAN

THOUGHTS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____