

VAMPIRE

THE MASQUERADE

NAME:

VIRTUE:

CLAN:

PLAYER:

VICE:

GENERATION:

CHRONICLE:

CONCEPT:

SECT:

ATTRIBUTES

POWER	Intelligence	●0000	Strength	●0000	Presence	●0000
FINESSE	Wits	●0000	Dexterity	●0000	Manipulation	●0000
RESISTANCE	Resolve	●0000	Stamina	●0000	Composure	●0000

SKILLS

OTHER TRAITS

MENTAL

(3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

DISCIPLINES

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

HEALTH

000000000000

PHYSICAL

(1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

MERITS

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

WILLPOWER

0000000000

VITAE

Vitae Per Turn: _____

SOCIAL

(1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

FLAWS

HUMANITY

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

CLAN WEAKNESS

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