

VAMPIRE

The Masquerade

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO

Social

Charisma _____ OOOOOOOOOO
Manipulation _____ OOOOOOOOOO
Appearance _____ OOOOOOOOOO

Mental

Perception _____ OOOOOOOOOO
Intelligence _____ OOOOOOOOOO
Wits _____ OOOOOOOOOO

Abilities

Talents

Alertness _____ OOOOOOOOOO
Athletics _____ OOOOOOOOOO
Awareness _____ OOOOOOOOOO
Brawl _____ OOOOOOOOOO
Empathy _____ OOOOOOOOOO
Expression _____ OOOOOOOOOO
Intimidation _____ OOOOOOOOOO
Leadership _____ OOOOOOOOOO
Streetwise _____ OOOOOOOOOO
Subterfuge _____ OOOOOOOOOO

Skills

Animal Ken _____ OOOOOOOOOO
Crafts _____ OOOOOOOOOO
Drive _____ OOOOOOOOOO
Etiquette _____ OOOOOOOOOO
Firearms _____ OOOOOOOOOO
Larceny _____ OOOOOOOOOO
Melee _____ OOOOOOOOOO
Performance _____ OOOOOOOOOO
Stealth _____ OOOOOOOOOO
Survival _____ OOOOOOOOOO

Knowledges

Academics _____ OOOOOOOOOO
Computer _____ OOOOOOOOOO
Finance _____ OOOOOOOOOO
Investigation _____ OOOOOOOOOO
Law _____ OOOOOOOOOO
Medicine _____ OOOOOOOOOO
Occult _____ OOOOOOOOOO
Politics _____ OOOOOOOOOO
Science _____ OOOOOOOOOO
Technology _____ OOOOOOOOOO

Advantages

Disciplines

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Backgrounds

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Virtues

Conscience/Conviction _____ OOOOOO
Self-Control/Instinct _____ OOOOOO
Courage _____ OOOOOO

Other Traits

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Humanity/Path

_____ O O O O O O O O O O
Bearing: _____ ()

Willpower

_____ O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Blood Per Turn: _____

Health

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

Weakness

Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO

Rituals

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

Paths

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

VAMPIRE

The Masquerade

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Haven

Location

Description

Character Sketch