

VAMPIRE

The Masquerade

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

Sire:

Attributes

Physical

Strength _____ 0000000000
Dexterity _____ 0000000000
Stamina _____ 0000000000

Social

Charisma _____ 0000000000
Manipulation _____ 0000000000
Appearance _____ 0000000000

Mental

Perception _____ 0000000000
Intelligence _____ 0000000000
Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
Athletics _____ 0000000000
Awareness _____ 0000000000
Brawl _____ 0000000000
Empathy _____ 0000000000
Expression _____ 0000000000
Intimidation _____ 0000000000
Leadership _____ 0000000000
Streetwise _____ 0000000000
Subterfuge _____ 0000000000
_____ 0000000000

Skills

Animal Ken _____ 0000000000
Crafts _____ 0000000000
Drive _____ 0000000000
Etiquette _____ 0000000000
Firearms _____ 0000000000
Larceny _____ 0000000000
Melee _____ 0000000000
Performance _____ 0000000000
Stealth _____ 0000000000
Survival _____ 0000000000
_____ 0000000000

Knowledges

Academics _____ 0000000000
Computer _____ 0000000000
Finance _____ 0000000000
Investigation _____ 0000000000
Law _____ 0000000000
Medicine _____ 0000000000
Occult _____ 0000000000
Politics _____ 0000000000
Science _____ 0000000000
Technology _____ 0000000000
_____ 0000000000

Advantages

Disciplines

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

Backgrounds

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

Virtues

Conscience/Conviction _____ 000000
Self-Control/Instinct _____ 000000
Courage _____ 000000

Humanity/Path

_____ 0000000000
Bearing: _____ ()

Willpower

_____ 0000000000
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Blood Pool

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Blood Per Turn: _____

Health

Bruised _____ □
Hurt - 1 _____ □
Injured - 1 _____ □
Wounded - 2 _____ □
Mauled - 2 _____ □
Crippled - 5 _____ □
Incapacitated _____ □

Weakness

Experience