

The Masquerade

Clan:

Generation:

Sire:

-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
Awareness	_____	00000
Brawl	_____	00000
Empathy	_____	00000
Expression	_____	00000
Intimidation	_____	00000
Leadership	_____	00000
Streetwise	_____	00000
Subterfuge	_____	00000
		00000

Skills

Animal Ken	00000
Crafts	00000
Drive	00000
Etiquette	00000
Firearms	00000
Larceny	00000
Melee	00000
Performance	00000
Stealth	00000
Survival	00000
	00000

Knowledges

Academics_____	00000
Computer_____	00000
Finance_____	00000
Investigation_____	00000
Law_____	00000
Medicine_____	00000
Occult_____	00000
Politics_____	00000
Science_____	00000
Technology_____	00000
	00000

Advantages

Disciplines

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

Backgrounds

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

Virtues

Conscience/Conviction__00000
Self-Control/Instinct__00000
Courage 00000

- Humanity/Path

[illegible]

Bearing: ()

Bearing: ()

- Willpower

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-Blood Pool

Blood Per Turn:

- Health

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

-Weakness

- Experience