

# VAMPIRE

THE MASQUERADE

NAME:

CONCEPT:

COTERIE:

GENERATION:

AMBITION:

FACTION:

SIRE:

MENTALITY:

CLAN:

## ATTRIBUTES

### PHYSICAL

Strength 00000  
 Dexterity 00000  
 Stamina 00000

### SOCIAL

Charisma 00000  
 Manipulation 00000  
 Composure 00000

### MENTAL

Intelligence 00000  
 Wits 00000  
 Resolve 00000

### HEALTH

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### HUNGER

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### WILLPOWER

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### HUMANITY

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## SKILLS

Athletics _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Craft _____ 00000	Etiquette _____ 00000	Awareness _____ 00000
Drive _____ 00000	Insight _____ 00000	Finance _____ 00000
Fight _____ 00000	Intimidation _____ 00000	Health Sciences _____ 00000
Firearms _____ 00000	Leadership _____ 00000	Investigation _____ 00000
Larceny _____ 00000	Performance _____ 00000	Occult _____ 00000
Melee _____ 00000	Persuasion _____ 00000	Politics _____ 00000
Stealth _____ 00000	Streetwise _____ 00000	Science _____ 00000
Survival _____ 00000	Subterfuge _____ 00000	Technology _____ 00000

### CHRONICLE TENETS

### TOUCHSTONES & CONVICTIONS

### CLAN BANE

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

## DISCIPLINES

_____ 00000	_____ 00000	_____ 00000
1 _____	1 _____	1 _____
2 _____	2 _____	2 _____
3 _____	3 _____	3 _____
4 _____	4 _____	4 _____
5 _____	5 _____	5 _____
_____ 00000	_____ 00000	_____ 00000
1 _____	1 _____	1 _____
2 _____	2 _____	2 _____
3 _____	3 _____	3 _____
4 _____	4 _____	4 _____
5 _____	5 _____	5 _____

BLOOD POTENCY

Blood Surge: \_\_\_\_\_

Mend Amount: \_\_\_\_\_

Power Bonus: \_\_\_\_\_

Rouse Re-Roll: \_\_\_\_\_

Feeding Penalty: \_\_\_\_\_

Bane Severity: \_\_\_\_\_

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