

The Hunters Hunted

Vampire: The Masquerade

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Motive: Method: Residence:

Attributes

Physical	Social	Mental
Strength_____00000	Charisma_____00000	Perception_____00000
Dexterity_____00000	Manipulation_____00000	Intelligence_____00000
Stamina_____00000	Appearance_____00000	Wits_____00000

Abilities:

Talents	Skills	Knowledges
Acting _____	Animal Ken _____	Bureaucracy _____
Alertness _____	Drive _____	Computer _____
Athletics _____	Etiquette _____	Finance _____
Brawl _____	Firearms _____	Investigation _____
Dodge _____	Melee _____	Law _____
Empathy _____	Music _____	Linguistics _____
Intimidation _____	Repair _____	Medicine _____
Leadership _____	Security _____	Occult _____
Streetwise _____	Stealth _____	Politics _____
Subterfuge _____	Survival _____	Science _____

:Advantages

Numina & Other Traits

Backgrounds

Virtues
Conscience _____ 00000
Self-Control _____ 00000
Courage _____ 00000

Virtues

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—Humanity—

Faith

Faith

Willpower

0 0 0 0 0 0 0 0 0 0

Combat

Weapon	Damage	Diff.

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Bruised	<input type="checkbox"/>
Hurt	<input type="checkbox"/>
Injured	<input type="checkbox"/>
Wounded	<input type="checkbox"/>
Mauled	<input type="checkbox"/>
Crippled	<input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

— Experience —