

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_____00000	Animal Ken_____00000	Bureaucracy_____00000
Alertness_____00000	Drive_____00000	Computer_____00000
Athletics_____00000	Etiquette_____00000	Finance_____00000
Brawl_____00000	Firearms_____00000	Investigation_____00000
Dodge_____00000	Melee_____00000	Law_____00000
Empathy_____00000	Music_____00000	Linguistics_____00000
Intimidation_____00000	Repair_____00000	Medicine_____00000
Leadership_____00000	Security_____00000	Occult_____00000
Streetwise_____00000	Stealth_____00000	Politics_____00000
Subterfuge_____00000	Survival_____00000	Science_____00000

:Advantages

Numina & Other Traits

Backgrounds

Virtues

Conscience	_____	00000
Self-Control	_____	00000
Courage	_____	00000

Virtues

— Humanity —

W. Haname, et al.

Faith

000000000

Willpower

Whipper 88888888

Combat

Weapon	Damage	Diff.

Health

Bruised	<input type="checkbox"/>
Hurt	- 1
Injured	- 1
Wounded	- 2
Mauled	- 2
Crippled	- 5
Incapacitated	<input type="checkbox"/>

—Experience—