

# The Hunters Hunted

## Vampire: The Masquerade

Name:

Nature:

Motive:

Player:

Demeanor:

Method:

Chronicle:

Concept:

Residence:

### Attributes

#### Physical

Strength\_\_\_\_\_00000  
Dexterity\_\_\_\_\_00000  
Stamina\_\_\_\_\_00000

#### Social

Charisma\_\_\_\_\_00000  
Manipulation\_\_\_\_\_00000  
Appearance\_\_\_\_\_00000

#### Mental

Perception\_\_\_\_\_00000  
Intelligence\_\_\_\_\_00000  
Wits\_\_\_\_\_00000

### Abilities

#### Talents

Acting\_\_\_\_\_00000  
Alertness\_\_\_\_\_00000  
Athletics\_\_\_\_\_00000  
Brawl\_\_\_\_\_00000  
Dodge\_\_\_\_\_00000  
Empathy\_\_\_\_\_00000  
Intimidation\_\_\_\_\_00000  
Leadership\_\_\_\_\_00000  
Streetwise\_\_\_\_\_00000  
Subterfuge\_\_\_\_\_00000

#### Skills

Animal Ken\_\_\_\_\_00000  
Drive\_\_\_\_\_00000  
Etiquette\_\_\_\_\_00000  
Firearms\_\_\_\_\_00000  
Melee\_\_\_\_\_00000  
Music\_\_\_\_\_00000  
Repair\_\_\_\_\_00000  
Security\_\_\_\_\_00000  
Stealth\_\_\_\_\_00000  
Survival\_\_\_\_\_00000

#### Knowledges

Bureaucracy\_\_\_\_\_00000  
Computer\_\_\_\_\_00000  
Finance\_\_\_\_\_00000  
Investigation\_\_\_\_\_00000  
Law\_\_\_\_\_00000  
Linguistics\_\_\_\_\_00000  
Medicine\_\_\_\_\_00000  
Occult\_\_\_\_\_00000  
Politics\_\_\_\_\_00000  
Science\_\_\_\_\_00000

### Advantages

#### Numina & Other Traits

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#### Backgrounds

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\_\_\_\_\_00000  
\_\_\_\_\_00000

#### Virtues

Conscience\_\_\_\_\_00000  
Self-Control\_\_\_\_\_00000  
Courage\_\_\_\_\_00000

### Merits & Flaws

Merits

Cost

\_\_\_\_\_  
\_\_\_\_\_

Flaws

Bonus

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Humanity

0 0 0 0 0 0 0 0 0 0

### Faith

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0

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### Combat

Weapon	Damage	Diff.

### Health

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

### Experience