

Vampire: The Masquerade

Motive:

Method:

Residence:

Physical

Social

Mental

Perception_____	00000
Intelligence_____	00000
Wits_____	00000

Talents

Skills

Knowledges

Bureaucracy_____	00000
Computer_____	00000
Finance_____	00000
Investigation_____	00000
Law_____	00000
Linguistics_____	00000
Medicine_____	00000
Occult_____	00000
Politics_____	00000
Science_____	00000

Numina & Other Traits

Backgrounds

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

Virtues

Conscience_____00000
Self-Control_____00000
Courage_____00000

✠══════ Humanity ══════✠

Faith

Willpower

✠ Combat ✠

Weapon	Damage	Diff.

=Health

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

Experience