

VAMPIRE

THE MASQUERADE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

Sire:

Attributes

Physical

Strength _____ OOOOO
Dexterity _____ OOOOO
Stamina _____ OOOOO

Social

Charisma _____ OOOOO
Manipulation _____ OOOOO
Appearance _____ OOOOO

Mental

Perception _____ OOOOO
Intelligence _____ OOOOO
Wits _____ OOOOO

Abilities

Talents

Alertness _____ OOOOO
Athletics _____ OOOOO
Awareness _____ OOOOO
Brawl _____ OOOOO
Empathy _____ OOOOO
Expression _____ OOOOO
Intimidation _____ OOOOO
Leadership _____ OOOOO
Streetwise _____ OOOOO
Subterfuge _____ OOOOO

Skills

Animal Ken _____ OOOOO
Crafts _____ OOOOO
Drive _____ OOOOO
Etiquette _____ OOOOO
Firearms _____ OOOOO
Larceny _____ OOOOO
Melee _____ OOOOO
Performance _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO

Knowledges

Academics _____ OOOOO
Computer _____ OOOOO
Finance _____ OOOOO
Investigation _____ OOOOO
Law _____ OOOOO
Medicine _____ OOOOO
Occult _____ OOOOO
Politics _____ OOOOO
Science _____ OOOOO
Technology _____ OOOOO

Advantages

Disciplines

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Virtues

Conscience/Conviction _____ OOOOO
Self-Control/Instinct _____ OOOOO
Courage _____ OOOOO

Other Traits

Humanity/Path

OOOOOOOOOO
Bearing: _____ ()

Health

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

Combat

Weapon	Difficulty	Damage

Willpower

OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn: _____

Weakness

Experience