VAMPIRE
THE MASQUERADE

Name: **Nature:**   **Clan:**
Player: **Demeanor:**   **Generation:**
Chronicle: **Concept:**   **Sire:**

Attributes

Physical
Strength_____●OOOO
Dexterity_____●OOOO
Stamina_____●OOOO

Social
Charisma_____●OOOO
Manipulation_____●OOOO
Appearance_____●OOOO

Mental
Perception_____●OOOO
Intelligence_____●OOOO
Wits_____●OOOO

Abilities

Talents
Alertness_____OOOOO
Athletics_____OOOOO
Awareness_____OOOOO
Brawl_____OOOOO
Empathy_____OOOOO
Expression_____OOOOO
Intimidation_____OOOOO
Leadership_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO
_____OOOOO

Skills
Animal Ken_____OOOOO
Crafts_____OOOOO
Drive_____OOOOO
Etiquette_____OOOOO
Firearms_____OOOOO
Larceny_____OOOOO
Melee_____OOOOO
Performance_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
_____OOOOO

Knowledges
Academics_____OOOOO
Computer_____OOOOO
Finance_____OOOOO
Investigation_____OOOOO
Law_____OOOOO
Medicine_____OOOOO
Occult Goloconda_____OOOOO
Politics_____OOOOO
Science_____OOOOO
Technology_____OOOOO
_____OOOOO

Advantages

Disciplines
Celerity_____OOOOO
Obfuscate_____OOOOO
Quietus_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Backgrounds
Alternate Identity_____OOOOO
Contacts_____OOOOO
Generation_____OOOOO
_____OOOOO
Resources_____OOOOO
_____OOOOO

Virtues
Conscience/Conviction___●OOOO

Self-Control/Instinct___●OOOO

Courage_____●OOOO

Merits & Flaws

Merit	Cost
Sectarian Ally	___

Flaw	Cost
Hunted Like a Dog	___
Recruitment Target	___

Humanity/Path
_____
O O O O O ● ● ● ● ●
Bearing:_____ ( )

Willpower
O O O O O O O O O O
□ □ □ □ □ □ ■ ■ ■ ■

Blood Pool
■ ■ ■ ■ ■ ■ ■ ■ ■ ■
■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Blood Per Turn:___0___

Health

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

Weakness

Experience