

VAMPIRE

THE MASQUERADE

Name	Patrick 2	Concept	tbd	Sire	tbd
Player		Ambition	tbd	Clan	Tzimisce
Chronicle	Vyborg Sabbat	Predator	Alleycat	Generation	8

ATTRIBUTES

Physical		Social		Mental	
Strength	●●●●○	Charisma	●●○○○	Intelligence	●●●○○
Dexterity	●●●●○	Manipulation	●●●○○	Wits	●●●●○
Stamina	●●●●○	Composure	●●●○○	Resolve	●●●○○
Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Willpower <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

SKILLS

Athletics (Jumping)	●●●○○	Animal ken	○○○○○	Academics	○○○○○
Brawl (Grappling)	●●●●○	Etiquette	○○○○○	Awareness	●●●○○
Craft	○○○○○	Insight	○○○○○	Finance	○○○○○
Drive	○○○○○	Intimidation	●●●●○	Investigation	●●○○○
Firearms	●●●○○	Leadership	○○○○○	Medicine	●●●○○
Larceny	●○○○○	Performance	●●●○○	Occult	●○○○○
Melee	●●○○○	Persuasion	●●○○○	Politics	○○○○○
Stealth	○○○○○	Streetwise	○○○○○	Science	○○○○○
Survival	●○○○○	Subterfuge	●●○○○	Technology	○○○○○

Athletics: Jumping, Brawl: Grappling

DISCIPLINES

Auspex		Dominate		Fortitude	
Heightened Senses	●	Compel	●	Resilience	●
Sense the Unseen	●	Mesmerize	●●	Toughness	●●
Scry the Soul	●●●			Defy Bane	●●●
				Shatter	●●●●
Potence		Protean			
Soaring Leap	●	Eyes of the Beast	●		
Prowess	●●	Vicissitude	●●		
Uncanny Grip	●●●	Earth Meld	●●●		
		Fleshcrafting	●●●		
		Horrid Form	●●●●		

Resonance	Hunger <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Humanity <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Advantages

●●●●●● 6

● 1

●●● Special Contact

Flaws

●● 2

Blood Potency ●●●

Blood Surge

Add 3 dice

Mend Amount

2 points

Power Bonus

Add 1 die

Rouse Re-Roll

Level 2 and below

Feeding Penalty

Animal and bagged blood slakes no Hunger

Clan Bane

You must spend the day by your chosen charge, by whatever it is you rule. If you do not, you sustain 3 aggravated Willpower damage upon waking the following night.

Clan Compulsion

Covetousness

You become obsessed with possessing something in the scene, desiring to add it to your proverbial hoard. This can be anything from an object to a piece of property to an actual person. Any action not taken toward this purpose incurs a two-dice penalty. The Compulsion persists until ownership is established (the Storyteller decides what constitutes ownership in the case of a non-object) or the object of desire becomes unattainable.

Experience 35

Spent Experience 442

Notes

Chronicle Tenets

Convictions & Touchstones

tbd

tbd

Biography

True Age

Apparent Age

Date of birth

Mar 4, 2024

Date of death

Mar 4, 2024

Appearance

Distinguishing Features

Notes

