

# VAMPIRE

## THE MASQUERADE

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

HAVEN:

CHRONICLE:

CLAN:

CONCEPT:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ ●0000  
 Dexterity \_\_\_\_\_ ●0000  
 Stamina \_\_\_\_\_ ●0000

#### SOCIAL

Charisma \_\_\_\_\_ ●0000  
 Manipulation \_\_\_\_\_ ●0000  
 Appearance \_\_\_\_\_ ●0000

#### MENTAL

Perception \_\_\_\_\_ ●0000  
 Intelligence \_\_\_\_\_ ●0000  
 Wits \_\_\_\_\_ ●0000

### ABILITIES

#### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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#### DISCIPLINES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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#### VIRTUES

Conscience/Conviction ●00000  
 Self-Control/Instinct ●00000  
 Courage \_\_\_\_\_ ●00000

#### MERITS/FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
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#### HUMANITY/DATH

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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#### BLOOD POOL

□ □ □ □ □ □ □ □ □ □  
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#### HEALTH

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

#### EXPERIENCE