



VAMPIRE: The Masquerade®

Name:

Nature:

Sire:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Haven:

Attributes

Physical

Strength _____ ● 00000000

Dexterity _____ ● 00000000

Stamina _____ ● 00000000

Social

Charisma _____ ● 00000000

Manipulation _____ ● 00000000

Appearance _____ ● 00000000

Mental

Perception _____ ● 00000000

Intelligence _____ ● 00000000

Wits _____ ● 00000000

Abilities

Talents

Acting _____ 00000000

Alertness _____ 00000000

Athletics _____ 00000000

Brawl _____ 00000000

Dodge _____ 00000000

Empathy _____ 00000000

Intimidation _____ 00000000

Leadership _____ 00000000

Streetwise _____ 00000000

Subterfuge _____ 00000000

Skills

Animal Ken _____ 00000000

Drive _____ 00000000

Etiquette _____ 00000000

Firearms _____ 00000000

Melee _____ 00000000

Music _____ 00000000

Repair _____ 00000000

Security _____ 00000000

Stealth _____ 00000000

Survival _____ 00000000

Knowledges

Bureaucracy _____ 00000000

Computer _____ 00000000

Finance _____ 00000000

Investigation _____ 00000000

Law _____ 00000000

Linguistics _____ 00000000

Medicine _____ 00000000

Occult _____ 00000000

Politics _____ 00000000

Science _____ 00000000

Advantages

Disciplines

Obfuscate _____ 00000000

Presence _____ 00000000

Serpentis _____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

Backgrounds

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

Virtues

Conscience _____ ● 00000

Self-Control _____ ● 00000

Courage _____ ● 00000

Other Traits

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

_____ 00000000

Humanity

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 ☐

Weakness

Double Damage from Sunlight.
-1 to Dice Pools in Any Bright Light.

Attributes: 7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)

Armor:



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Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



SETITESTM

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History Prelude

VIP's Corrupted _____
Best Methods _____
Blood Cult _____

Appearance

Age _____
Apparent Age _____
Date of Birth _____
RIP _____
Hair _____
Eyes _____
Race _____
Nationality _____
Height _____
Weight _____
Sex _____

Visuals

Coterie Chart

Character Sketch

