

Assamite™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Sire:
Generation:
Haven:

Attributes

Physical

Strength _____ ● 0000000
Dexterity _____ ● 0000000
Stamina _____ ● 0000000

Social

Charisma _____ ● 0000000
Manipulation _____ ● 0000000
Appearance _____ ● 0000000

Mental

Perception _____ ● 0000000
Intelligence _____ ● 0000000
Wits _____ ● 0000000

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

Knowledge

Bureaucracy _____ 00000000
Computer _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Linguistics _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000

Advantages

Disciplines

Celerity _____ 00000000
Obfuscate _____ 00000000
Quietus _____ 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

Path of Blood

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Health

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

Weakness

Consuming Kindred Blood
Causes Damage

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

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Bonus

Armor:



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Expanded Background

Allies

Influence

Clan Prestige

Mentor

Contacts, Minor

Resources

Contacts, Major

Retainers

Herd

Status

Possessions

Gear (Carried)

Equipment (Owned)

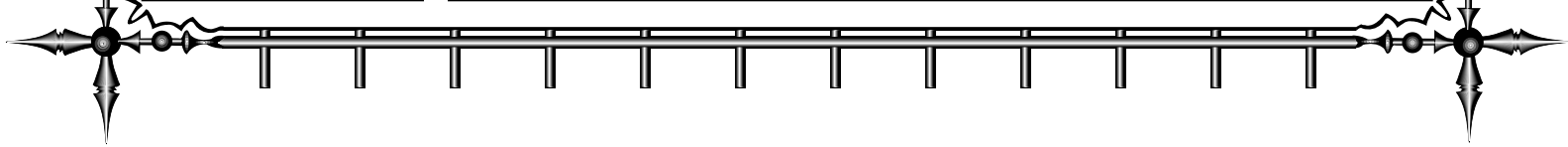
Feeding Grounds

Vehicles

Havens

Location

Description





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History Prelude

Faction Affiliations:

Prominent Kills:

Appearance

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

Visuals

Coterie Chart

Character Sketch

