# Vampire: The Masquerade

| | | |
|---|---|---|
| Name: | Nature: | Generation: |
| Player: | Demeanor: | Haven: |
| Chronicle: | Clan: | Concept: |

## Attributes

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●○○○○ | Charisma | ●○○○○ | Perception | ●○○○○ |
| Dexterity | ●○○○○ | Manipulation | ●○○○○ | Intelligence | ●○○○○ |
| Stamina | ●○○○○ | Appearance | ●○○○○ | Wits | ●○○○○ |

## Abilities

| Talents | | Skills | | Knowledges | |
|---|---|---|---|---|---|
| Alertness | ○○○○○ | Animal Ken | ○○○○○ | Academics | ○○○○○ |
| Athletics | ○○○○○ | Crafts | ○○○○○ | Computer | ○○○○○ |
| Brawl | ○○○○○ | Drive | ○○○○○ | Finance | ○○○○○ |
| Dodge | ○○○○○ | Etiquette | ○○○○○ | Investigation | ○○○○○ |
| Empathy | ○○○○○ | Firearms | ○○○○○ | Law | ○○○○○ |
| Expression | ○○○○○ | Melee | ○○○○○ | Linguistics | ○○○○○ |
| Intimidation | ○○○○○ | Performance | ○○○○○ | Medicine | ○○○○○ |
| Leadership | ○○○○○ | Security | ○○○○○ | Occult | ○○○○○ |
| Streetwise | ○○○○○ | Stealth | ○○○○○ | Politics | ○○○○○ |
| Subterfuge | ○○○○○ | Survival | ○○○○○ | Science | ○○○○○ |

## Advantages

| Backgrounds | | Disciplines | | Virtues | |
|---|---|---|---|---|---|
| | ○○○○○ | | ○○○○○ | Conscience/Conviction | ●○○○○ |
| | ○○○○○ | | ○○○○○ | | |
| | ○○○○○ | | ○○○○○ | | |
| | ○○○○○ | | ○○○○○ | Self-Control/Instinct | ●○○○○ |
| | ○○○○○ | | ○○○○○ | | |
| | ○○○○○ | | ○○○○○ | | |
| | ○○○○○ | | ○○○○○ | Courage | ●○○○○ |

### Merits/Flaws

### Humanity/Path

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Willpower

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### Blood Pool

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### Health

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

### Experience