

VAMPIRE

THE MASQUERADE

Name Concept Sire
 Player Ambition Clan
 Chronicle Predator Generation

ATTRIBUTES

Physical		Mental		Social	
Strength	○○○○○	Charisma	○○○○○	Intelligence	○○○○○
Dexterity	○○○○○	Manipulation	○○○○○	Wits	○○○○○
Stamina	○○○○○	Composure	○○○○○	Resolve	○○○○○

SKILLS

Athletics.....	○○○○○	Animal Ken.....	○○○○○	Academics.....	○○○○○
Brawl.....	○○○○○	Etiquette.....	○○○○○	Awareness.....	○○○○○
Craft.....	○○○○○	Insight.....	○○○○○	Finance.....	○○○○○
Drive.....	○○○○○	Intimidation.....	○○○○○	Investigation.....	○○○○○
Firearms.....	○○○○○	Leadership.....	○○○○○	Medicine.....	○○○○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny.....	○○○○○	Persuasion.....	○○○○○	Politics.....	○○○○○
Stealth.....	○○○○○	Streetwise.....	○○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge.....	○○○○○	Technology.....	○○○○○

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

○○○○○		○○○○○		○○○○○	
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	
○○○○○		○○○○○		○○○○○	
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER □□□□□

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

BACKGROUNDS, MERITS & FLAWS

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NOTES

BLOOD POTENCY

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Blood Surge

Mend Amount

Power Bonus

Rouse Re-Roll

Feeding Penalty

Bane Severity

TOTAL EXPERIENCE

SPENT EXPERIENCE.....

BIOGRAPHICAL DATA

True Age

Apparent Age

Date of Birth

Date of Death

Appearance

Distinguishing Features

History