

Vampire

The Masquerade

Nature

Demeanor

Concept

Character Name

Player

Chronicle

Clan

Generation

Sire

Physical

Strength
Dexterity
Stamina



Social

Charisma
Manipulation
Apperance



Mental

Perception
Intelligence
Wits



Talents

- Alertness
- Athletics
- Awareness
- Brawl
- Empathy
- Expression
- Intimidation
- Leadership
- Streetwise
- Subterfuge

Skills

- Animal Ken
- Crafts
- Drive
- Etiquette
- Firearms
- Larceny
- Melee
- Performance
- Stealth
- Survival

Knowledges

- Academics
- Computer
- Finance
- Investigation
- Law
- Medicine
- Occult
- Politics
- Science
- Technology

Disciplines

- _____
- _____
- _____
- _____
- _____
- _____

Advantages Backgrounds

- _____
- _____
- _____
- _____
- _____
- _____

Virtues

- Conscience/Conviction
- Self-Control/Instinct
- Courage

Humanity/Path



Willpower



Blood Pool



Blood Per Turn

Health

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

Weakness

Experience

