VAMPIRE: The Masquerade

Name: Age: **Nature:** Sire: **R.I.P:**
Concept: Demeanor: **Clan:** Present Year:___
Generation: **Haven:** Chronicle: **Player:**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength:	Charisma:	Perception:
Dexterity:	Manipulation:	Intelligence:
Stamina:	Appearance:	Wits:

ABILITIES

TALENTS	SKILLS	KNOWLEDGE
Acting:	Animal Ken:	Bureaucracy:
Alertness:	Drive:	Computer:
Athletics:	Etiquette:	Finance:
Brawl:	Firearms:	Investigation:
Dodge:	Melee:	Law:
Empathy:	Music:	Linguistics:
Intimidation:	Repair:	Medicine:
Leadership:	Security:	Occult:
Streetwise:	Stealth:	Politics:
Subterfuge:	Survival:	Science:

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
		Conscience:
		Self-Control:
		Courage:

OTHER TRAITS

HUMANITY
O O O O O O O O O O

WILLPOWER
O O O O O O O O O O

Willpower Left:____.

BLOODPOOL
O O O O O O O O O O
O O O O O O O O O O

Blood Left:_____.
Blood Usable per Turn____.

HEALTH

Type	Penalty	Agg	Nrm
Bruised	Nil	O	O
Hurt	-1D	O	O
Injured	-1D	O	O
Wounded	-2D	O	O
Mauled	-2D	O	O
Crippled	-5D	O	O
Incapacitated	Torpor	O	O

Weapon	Difficulty	Damage

BRAWLING TABLE

Maneuver	Accuracy	DMG
Bite	5	Str+1
Punch	6	Str
Grapple	6	Str
Claw	6	Str+2
Kick	7	Str+1
Body Slam	7	see options

X.P.:

TRAIT	COST
New Ability	**3**
New Thaumaturgy Path	7
New Discipline	**10**
Willpower	x c.r.
Humanity	**c.r. x 2**
Virtue	c.r. x 2
Ability	**c.r. x 2**
Attribute	c.r. x 2
Thaumaturgy Path	**c.r. x 4**
Clan Discipline	c.r. x 5
Other Discipline	**c.r. x 7**

NOTE: For Caitiff to raise any Discipline it costs the current rating x 6

MERIT	TYPE	COST	FLAW	TYPE	BONUS

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

Created by Isa Kocoglu - Version 1.2 - 19/10/2002
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