

# VAMPIRE

## THE MASQUERADE



CLAN SYMBOL

PLAYER:

NAME:

NATURE:

GENERATION:

TITLE:

DEMEANOR:

SIRE:

CHRONICLE:

CLAN:

CONCEPT:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ ●○○○○  
Dexterity \_\_\_\_\_ ●○○○○  
Stamina \_\_\_\_\_ ●○○○○

#### SOCIAL

Charisma \_\_\_\_\_ ●○○○○  
Manipulation \_\_\_\_\_ ●○○○○  
Appearance \_\_\_\_\_ ●○○○○

#### MENTAL

Perception \_\_\_\_\_ ●○○○○  
Intelligence \_\_\_\_\_ ●○○○○  
Wits \_\_\_\_\_ ●○○○○

### ABILITIES

#### Talents

Alertness \_\_\_\_\_ ○○○○○  
Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Dodge \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Leadership \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

#### SKILLS

Animal Ken \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Etiquette \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Melee \_\_\_\_\_ ○○○○○  
Performance \_\_\_\_\_ ○○○○○  
Security \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○

#### KNOWLEDGES

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Finance \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Law \_\_\_\_\_ ○○○○○  
Linguistics \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

### ADVANTAGES

#### BACKGROUND

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

#### DISCIPLINES

Obfuscate \_\_\_\_\_ ○○○○○  
Presence \_\_\_\_\_ ○○○○○  
Serpentis \_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

#### VIRTUES

Conscience/Conviction \_\_\_\_\_ ●○○○○  
Self-Control/Instinct \_\_\_\_\_ ●○○○○  
Courage \_\_\_\_\_ ●○○○○

#### MERITS/FLAWS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### HUMANITY/PATR

\_\_\_\_\_  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
□ □ □ □ □ □ □ □ □ □

#### BLOOD POOL

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

#### HEALTH

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

#### WEAKNESS

Double Damage From Sunlight.  
-1 to Dice Pools in Any  
Bright Light.

# SETITES™

CLAN NAME



# VAMPIRE<sup>®</sup>

## THE MASQUERADE

CLAN SYMBOL

PLAYER:



### HAVENS

LOCATION

DESCRIPTION

### POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

VERILES

### EXPANDED BACKGROUND

ALLIES

MENTORS

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER

# SETITES<sup>™</sup>

CLAN NAME

# VAMPIRE

## THE MASQUERADE



CLAN SYMBOL

PLAYER:

CORRECT AGE:

APPARENT AGE:

DATE OF BIRTH:

RIP:

RACE:

SEX:

NATIONALITY:

WEIGHT:

HEIGHT:

CHARACTER START:

HAIR:

EYES:

### HISTORY

PRELUDE

### Notes

### Visuals

Coterie Chart

Character Sketch

# SETITES™

CLAN NAME