

Name

Player

Clan (Generation)

Age at / Date of Embrace

VAMPIRE

THE MASQUERADE

Concept: _____

Nature: _____

Demeanor: _____

ATTRIBUTES

Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

Talents		Skills		Knowledgees	
Alertness	00000	Animal Ken	00000	Academics	00000
Athletics	00000	Crafts	00000	Computer	00000
Brawl	00000	Drive	00000	Finance	00000
Dodge	00000	Etiquette	00000	Investigation	00000
Empathy	00000	Firearms	00000	Law	00000
Expression	00000	Melee	00000	Linguistics	00000
Intimidation	00000	Performance	00000	Medicine	00000
Leadership	00000	Security	00000	Occult	00000
Streetwise	00000	Stealth	00000	Politics	00000
Subterfuge	00000	Survival	00000	Science	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

ADVANTAGES

Disciplines		Backgrounds		Merits / Flaws	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	
_____	00000	_____	00000	_____	

Virtues		Humanity / Road		Health	
Conscience/ Conviction	00000	0 0 0 0 0 0 0 0 0 0	Bruised		☐
Self-Control/ Instinct	00000		Hurt	-1	☐
Courage	00000		Injured	-1	☐
		Willpower	Wounded	-2	☐
		0 0 0 0 0 0 0 0 0 0	Mauled	-2	☐
		☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Crippled	-5	☐
			Incapacitated		☐
Weakness		Blood Pool (___/rnd)	Experience		

Name

Player

Clan (Generation)

Age at / Date of Embrace

VAMPIRE

THE MASQUERADE

Concept:

Nature:

Demeanor:

ATTRIBUTES

Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

Talents

Skills

Knowledges

Alertness	00000	Animal Ken	00000	Academics	00000
Athletics	00000	Crafts	00000	Computer	00000
Brawl	00000	Drive	00000	Finance	00000
Dodge	00000	Etiquette	00000	Investigation	00000
Empathy	00000	Firearms	00000	Law	00000
Expression	00000	Melee	00000	Linguistics	00000
Intimidation	00000	Performance	00000	Medicine	00000
Leadership	00000	Security	00000	Occult	00000
Streetwise	00000	Stealth	00000	Politics	00000
Subterfuge	00000	Survival	00000	Science	00000
	00000		00000		00000

ADVANTAGES

Disciplines

Backgrounds

Merits / Flaws

	00000		00000	
	00000		00000	
	00000		00000	
	00000		00000	
	00000		00000	
	00000		00000	
	00000		00000	

Virtues

Humanity / Road

Health

Conscience/ Conviction 00000

Self-Control/ Instinct 00000

Courage 00000

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

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

Weakness

Blood Pool (___/rnd)

Experience

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



Name

Player

Clan (Generation)

Age at / Date of Embrace

Dark Ages VAMPIRE

Concept:

Nature:

Demeanor:

ATTRIBUTES

Strength	000000	Charisma	000000	Perception	000000
Dexterity	000000	Manipulation	000000	Intelligence	000000
Stamina	000000	Appearance	000000	Wits	000000

ABILITIES

Talents		Skills		Knowledges	
Alertness	000000	Animal Ken	000000	Academics	000000
Athletics	000000	Archery	000000	Hearth Wisdom	000000
Brawl	000000	Commerce	000000	Investigation	000000
Dodge	000000	Crafts	000000	Law	000000
Empathy	000000	Etiquette	000000	Linguistics	000000
Expression	000000	Melee	000000	Medicine	000000
Intimidation	000000	Performance	000000	Occult	000000
Leadership	000000	Ride	000000	Politics	000000
Legerdemain	000000	Stealth	000000	Seneschal	000000
Subterfuge	000000	Survival	000000	Theology	000000
	000000		000000		000000
	000000		000000		000000
	000000		000000		000000

ADVANTAGES

Disciplines		Backgrounds		Merits / Flaws	
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		
	000000		000000		

Virtues

Conscience/ Conviction	00000
Self-Control/ Instinct	00000
Courage	00000

Weakness

Humanity / Road

0000000000

Willpower

0000000000

0000000000

Blood Pool (___/rnd)

0000000000

0000000000

Health

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

Experience



Name

Player

Clan (Generation)

Age at / Date of Embrace

ELYSIUM

Concept:

Nature:

Demeanor:

ATTRIBUTES

Strength	0000000	Charisma	0000000	Perception	0000000
Dexterity	0000000	Manipulation	0000000	Intelligence	0000000
Stamina	0000000	Appearance	0000000	Wits	0000000

ABILITIES

Talents		Skills		Knowledges	
Alertness	0000000	Animal Ken	0000000	Academics	0000000
Athletics	0000000	Archery	0000000	Hearth Wisdom	0000000
Brawl	0000000	Commerce	0000000	Investigation	0000000
Dodge	0000000	Crafts	0000000	Law	0000000
Empathy	0000000	Etiquette	0000000	Linguistics	0000000
Expression	0000000	Melee	0000000	Medicine	0000000
Intimidation	0000000	Performance	0000000	Occult	0000000
Leadership	0000000	Ride	0000000	Politics	0000000
Legerdemain	0000000	Stealth	0000000	Seneschal	0000000
Subterfuge	0000000	Survival	0000000	Theology	0000000
	0000000		0000000		0000000
	0000000		0000000		0000000
	0000000		0000000		0000000

ADVANTAGES

Disciplines		Backgrounds		Merits / Flaws	
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		
	0000000		0000000		

Virtues

Conscience/ Conviction	00000
Self-Control/ Instinct	00000
Courage	00000

Weakness

Humanity / Road

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Blood Pool (___/md)

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

Health

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

Experience



Name

Player

Clan (Generation)

Age at / Date of Embrace

ELYSIUM

Concept:

Nature:

Demeanor:

ATTRIBUTES

Strength	0000000000	Charisma	0000000000	Perception	0000000000
Dexterity	0000000000	Manipulation	0000000000	Intelligence	0000000000
Stamina	0000000000	Appearance	0000000000	Wits	0000000000

ABILITIES

Talents		Skills		Knowledges	
Alertness	0000000000	Animal Ken	0000000000	Academics	0000000000
Athletics	0000000000	Archery	0000000000	Hearth Wisdom	0000000000
Brawl	0000000000	Commerce	0000000000	Investigation	0000000000
Dodge	0000000000	Crafts	0000000000	Law	0000000000
Empathy	0000000000	Etiquette	0000000000	Linguistics	0000000000
Expression	0000000000	Melee	0000000000	Medicine	0000000000
Intimidation	0000000000	Performance	0000000000	Occult	0000000000
Leadership	0000000000	Ride	0000000000	Politics	0000000000
Legerdemain	0000000000	Stealth	0000000000	Seneschal	0000000000
Subterfuge	0000000000	Survival	0000000000	Theology	0000000000
	0000000000		0000000000		0000000000
	0000000000		0000000000		0000000000
	0000000000		0000000000		0000000000

ADVANTAGES

Disciplines		Backgrounds		Merits / Flaws	
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		
	0000000000		0000000000		

Virtues

Conscience/ Conviction	00000
Self-Control/ Instinct	00000
Courage	00000

Humanity / Road

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Pool (___/rnd)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

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

Weakness

Experience