

VAMPIRE

THE MASQUERADE

Name

Player

Chronicle

Clan

Predator type

Ambition

Sect

Rank/Title

Desire

ATTRIBUTES

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
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	○○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	○○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	○○○○○	Streetwise	○○○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology	○○○○○

DISCIPLINES

(see page 243ff.)

Animalism	○○○○○	Dominate	○○○○○	Potence	○○○○○
Auspex	○○○○○	Fortitude	○○○○○	Presence	○○○○○
Blood Sorcery	○○○○○	Obfuscate	○○○○○	Protean	○○○○○
Celerity	○○○○○	Oblivion	○○○○○	Thin-Blood Alchemy	○○○○○
.....	○○○○○		○○○○○		○○○○○

ADVANTAGES & BACKGROUNDS

(see page 179ff.)

.....	○○○○○		○○○○○
.....	○○○○○		○○○○○
.....	○○○○○		○○○○○
.....	○○○○○		○○○○○
.....	○○○○○		○○○○○
.....	○○○○○		○○○○○
.....	○○○○○		○○○○○

Health		
○○○○○	○○○○○	○○○○○
□□□□□	□□□□□	□□□□□
Willpower	○○○○○	○○○○○
	□□□□□	□□□□□
Humanity	□□□□□	□□□□□
Hunger	□□□□□	(see page 205f.)
Resonance		□□□
		+I **

Attributes: 1 x ●●●● 3 x ●●● 4 x ●● 1 x ●
 Discipline: 1 x ●● primary clan discipline
 1 x ● secondary clan discipline
 1 x ● from predator type (p.175)

Skills: (a) Jack of all Trades: 1 x ●●● 8 x ●● 10 x ●
 (b) Balanced: 3 x ●●● 5 x ●● 7 x ●
 (c) Specialist: 1 x ●●●● 3 x ●●● 3 x ●● 3 x ●
 Add a free specialties for first dot in Academics, Craft, Science, Performance + one more free Speciality + one from predator type

Predator type: Choose a predator type (p.175)
 Advantages: Spend 7 points on Advantages & Backgrounds and 2 points in Flaws
 Blood Potency: 1 *
 (* see p.137 for Generations & Experience)

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THE MASQUERADE

Page 2

THE BLOOD

Blood Potency

Generation

16. 15. 14.

13. 12. 11. 10.

9. 8.

7. 6.

5. 4.

(see page 214ff.)

3.

Blood Surge Mend Amount

Power Bonus Rouse Re-Roll

Feeding Penalty Bane Severity

Dyscrasia**
(see page 227ff.)

Predator Pool + = (see page 307f.)

CLAN BANE & COMPULSION

<i>Clan Bane</i>	<i>page?</i>	<i>Clan Compulsion</i>	<i>page?</i>
.....			
.....			
.....			

BLOOD BONDS

(page 233f.)

[illegible]

EXTENDED DISCIPLINES

[illegible]

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Player

Chronicle

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EXTENDED ADVANTAGES & BACKGROUNDS

..... ○○○○○	 ○○○○○	 ○○○○○
.....		
.....		
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..... ○○○○○	 ○○○○○	 ○○○○○
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..... ○○○○○	 ○○○○○	 ○○○○○
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.....		
.....		
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HAVEN

No Haven? ☐ Haven Base Rating ○○○○○ Name/ Location

Haven Merits

Haven Flaws

Notes

..... ○○○○○	 ○○○○○	
..... ○○○○○	 ○○○○○	
..... ○○○○○	 ○○○○○	
..... ○○○○○	 ○○○○○	
..... ○○○○○	 ○○○○○	
..... ○○○○○	 ○○○○○	

COMBAT

(see page 300ff.)

Weapon	Damage	Range	Clip	Type	Armor	Value	Penalty
.....							
.....							
.....							
.....							

Initiative = Composure + Awareness (see page 300)

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(see page 172ff.)

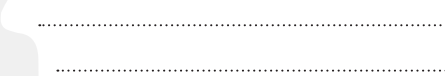
Convictions

Notes on relationship

[illegible]

APPEARANCE

Profile



Gender: male ☐ female ☐ diverse ☐

Age/ Birthday:

Apparent Age/ RIP:

Ethnicity:

Nationality:

Hair/ Eyes:

Quote:

.....

.....

.....

EXPERIENCE

A horizontal number line starting at 0 and ending at 50, with major tick marks every 5 units (0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50). Below the number line are three rows of small circles. The first row has 50 circles, one under each tick mark. The second row also has 50 circles, one under each tick mark. The third row has 50 circles, one under each tick mark.

XP spent

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Page

RITUALS & CEREMONIES

Discipline Ritual name Activation Cost page?

Ingredients Prerequisite Power?

Process Description

System

Discipline Ritual name Activation Cost page?

Ingredients Prerequisite Power?

Process Description

System

Discipline Ritual name Activation Cost page?

Ingredients Prerequisite Power?

Process Description

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Discipline Ritual name Activation Cost page?

Ingredients Prerequisite Power?

Process Description

System

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page

EXTENDED DISCIPLINES

[illegible]

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COTERIE

(see page 195f.)

Name Type

Coterie Merits

Coterie Flaws

Notes

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.....	○○○○○		○○○○○	
.....	○○○○○		○○○○○	

COTERIE BACKGROUNDS

.....	○○○○○		○○○○○		○○○○○
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.....					
.....					
.....	○○○○○		○○○○○		○○○○○
.....					
.....					

COTERIE DOMAIN

Chasse ○○○○○ Lien ○○○○○ Portillon ○○○○○

.....

.....

.....

COTERIE - HAVEN

No Haven? ☐ Haven Base Rating ○○○○○ Name/ Location

Haven Merits

Haven Flaws

Notes

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HAVEN

Haven Base Rating ○○○○○ Name/ Location

Haven Merits

Haven Flaws

Notes

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Haven Base Rating ○○○○○ Name/ Location

Haven Merits

Haven Flaws

Notes

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Haven Base Rating ○○○○○ Name/ Location

Haven Merits

Haven Flaws

Notes

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Haven Base Rating ○○○○○ Name/ Location

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Haven Flaws

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PROJECTS

(see page 415f.)

Project goal

Increment

Project die

○○○○○ ○○○○

Launch roll (Difficulty = Scope + 2)

Notes

+

Scope

○○○○○

Stake

○○○○○

Project goal

Increment

Project die

○○○○○ ○○○○

Launch roll (Difficulty = Scope + 2)

Notes

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Scope

○○○○○

Stake

○○○○○

Project goal

Increment

Project die

○○○○○ ○○○○

Launch roll (Difficulty = Scope + 2)

Notes

+

Scope

○○○○○

Stake

○○○○○

Project goal

Increment

Project die

○○○○○ ○○○○

Launch roll (Difficulty = Scope + 2)

Notes

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Scope

○○○○○

Stake

○○○○○

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(see page 314f.)

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NOTES

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