

ELYSIUM

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Sire:
Generation:
Haven:

Attributes

Physical

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

Social

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

Mental

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

Abilities

Talents

Acting _____ 00000000
 Alertness _____ 00000000
 Athletics _____ 00000000
 Brawl _____ 00000000
 Dodge _____ 00000000
 Empathy _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

Skills

Animal Ken _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Music _____ 00000000
 Repair _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

Knowledge

Bureaucracy _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Linguistics _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

Advantages

Disciplines

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Backgrounds

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Virtues

Conscience _____ 00000
 Self-Control _____ 00000
 Courage _____ 00000

Other Traits

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Humanity

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Blood Pool

Health

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

Weakness

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Experience

TOTAL: _____
Gained From:

TOTAL SPENT: _____
Spent On:

Rituals

Name	Level

Derangements

Name

Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body slam	7	Special; see Options

Armor: _____

ELYSIUM

VAMPIRE: The Masquerade™ Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



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Power Sources

Allies

Contacts

Influence

Governments

International _____
National _____
State and local agencies _____

Businesses

International conglomerates _____
National businesses _____
Small companies _____
Business associations _____

Financial Markets

International securities exchanges _____
Banks _____
Currency markets _____
Private, collector markets _____

Unions

International labor groups _____
National unions _____
Local labor organizations _____

Schools

Universities _____
Schools _____
Think tanks _____

Political Organizations

Mainstream _____
Extreme _____
Fringe _____

Religious Organizations

International _____
National _____
Local _____
Fringe _____

