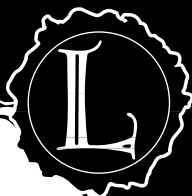


# LASOMBRA™



## VAMPIRE: The Masquerade®

**Name:**

**Nature:**

**Clan:**

**Player:**

**Demeanor:**

**Generation:**

**Chronicle:**

**Concept:**

**Haven:**

### Attributes

#### Physical

Strength ●○○○○○○○  
 Dexterity ●○○○○○○○  
 Stamina ●○○○○○○○

#### Social

Charisma ●○○○○○○○  
 Manipulation ●○○○○○○○  
 Appearance ●○○○○○○○

#### Mental

Perception ●○○○○○○○  
 Intelligence ●○○○○○○○  
 Wits ●○○○○○○○

### Abilities

#### Talents

Acting ○○○○○○○○  
 Alertness ○○○○○○○○  
 Athletics ○○○○○○○○  
 Brawl ○○○○○○○○  
 Dodge ○○○○○○○○  
 Empathy ○○○○○○○○  
 Intimidation ○○○○○○○○  
 Leadership ○○○○○○○○  
 Streetwise ○○○○○○○○  
 Subterfuge ○○○○○○○○

#### Skills

Animal Ken ○○○○○○○○  
 Drive ○○○○○○○○  
 Etiquette ○○○○○○○○  
 Firearms ○○○○○○○○  
 Melee ○○○○○○○○  
 Music ○○○○○○○○  
 Repair ○○○○○○○○  
 Security ○○○○○○○○  
 Stealth ○○○○○○○○  
 Survival ○○○○○○○○

#### Knowledges

Bureaucracy ○○○○○○○○  
 Computer ○○○○○○○○  
 Finance ○○○○○○○○  
 Investigation ○○○○○○○○  
 Law ○○○○○○○○  
 Linguistics ○○○○○○○○  
 Medicine ○○○○○○○○  
 Occult ○○○○○○○○  
 Politics ○○○○○○○○  
 Science ○○○○○○○○

### Advantages

#### Disciplines

Dominate ○○○○○○○○  
 Obtenebration ○○○○○○○○  
 Potence ○○○○○○○○  
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#### Backgrounds

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#### Virtues

Callousness ●○○○○○  
 Instincts ●○○○○○  
 Morale ●○○○○○

#### Other Traits

\_\_\_\_\_ ○○○○○○○○  
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#### Path of

\_\_\_\_\_ ○○○○○○○○

#### Willpower

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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#### Blood Pool

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#### Health

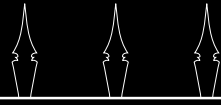
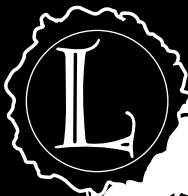
Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

#### Weakness

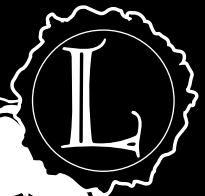
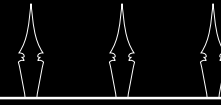
*Cannot be seen in mirrors or other reflective surfaces.*

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





# LASOMBRA™



## VAMPIRE: The Masquerade® Expanded Background

**Allies**

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**Influence**

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**Clan Prestige**

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**Mentor**

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**Contacts, Minor**

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**Resources**

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**Contacts, Major**

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**Retainers**

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**Herd**

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**Status**

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### Possessions

**Gear (Carried)**

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**Equipment (Owned)**

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**Feeding Grounds**

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**Vehicles**

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### Havens

**Location**

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**Description**

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