

Malkavian™

VAMPIRE: The Masquerade®

Name:

Nature:

Sire:

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

Auspex _____ ○○○○○○○○
 Dominate _____ ○○○○○○○○
 Obfuscate _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience _____ ●○○○○○
 Self-Control _____ ●○○○○○
 Courage _____ ●○○○○○

Other Traits

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Humanity

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

Begin Unlife with at least One Derangement.

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

Malik Avjah™

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Experience

TOTAL: _____ **TOTAL SPENT:** _____
Gained From: _____ **Spent On:** _____

Derangements

Core Belief: _____ **Stage of Development:** _____

Rituals

Name	Level	Name	Level

Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

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: _____

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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



