

TREMIERE™

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 _____ ○○○○○○○○

Thaumaturgy _____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

Backgrounds

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

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_____ ○○○○○○○○

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

*One Step Toward Clan
Blood Bond.*

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

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Rituals

Name	Level

Experience

TOTAL: _____

TOTAL SPENT: _____

Spent On: _____

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: _____



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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



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History Prelude

Title _____ **Circle of Mystery** _____
Chantry _____ **Secret Order** _____
Rituals Created _____

Appearance

Age _____
Apparent Age _____
Date of Birth _____
RIP _____
Hair _____
Eyes _____
Race _____
Nationality _____
Height _____
Weight _____
Sex _____

Visuals

Coterie Chart

Character Sketch

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