

GHOULS

VAMPIRE THE MASQUERADE

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 DEMEANOR:
 DOMITOR:

DUTIES:
 FAMILY:
 CONCEPT:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●○○○○	Charisma _____ ●○○○○	Perception _____ ●○○○○
Dexterity _____ ●○○○○	Manipulation _____ ●○○○○	Intelligence _____ ●○○○○
Stamina _____ ●○○○○	Appearance _____ ●○○○○	Wits _____ ●○○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Brawl _____ 00000	Drive _____ 00000	Finance _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

ADVANTAGES

BACKGROUNDS	DISCIPLINES	VIRTUES
_____ 00000	Potence _____ ●○○○○	Conscience/Conviction ●○○○○
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	Self-Control/Instinct ●○○○○
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	Courage _____ ●○○○○

MERITS COST

FLAWS BONUS

HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

BLOOD POOL

Spend ____/turn

Loss >5 = loss of 1 Health-level per additional point. Loss >7 = Sta + Fort vs. pts. lost or die.

HEALTH

Bruised

Hurt - 1

Injured - 1

Wounded - 2

Mauled - 2

Crippled - 5

Incapacitated

WEAKNESS

GHOULS

VAMPIRE THE MASQUERADE

EXPANDED BACKGROUND

ALLIES

INFLUENCE

CONTACTS

MENTOR

DOMITOR

RESOURCES

FAME

RETAINERS

DOMITOR'S HERD

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

DOMITOR'S HAVENS

LOCATION

DESCRIPTION

GHOULS

VAMPIRE THE MASQUERADE

HISTORY PRELUDE

GHOULING

SERVICE

APPEARANCE

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

DOMITOR'S RULES

THE TRADITIONS

1. **THE MASQUERADE**
Thou shalt not reveal thy true nature to those not of the Blood.
Doing so may challenge they claims of Blood.
2. **THE DOMAIN**
Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.
3. **THE PROGENY**
Thou shalt sire another only with permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shalt be slain.
4. **THE ACCOUNTING**
Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things.
Their sins are thine to endure.
5. **HOSPITALITY**
Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there.
Without the word of acceptance, thou art nothing.
6. **DESTRUCTION**
Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.

CHARACTER SKETCH

STANDARD PUNISHMENTS

Remember: The Master loves you and this is for your own good...