

Printed 12.06.02

# VAMPIRE

THE MASQUERADE

NAME: Jimmy Hits

NATURE: Competitor

GENERATION: Eighth

PLAYER: Dave

DEMEANOR: Competitor

HAVEN: South side apartment

CHRONICLE: And Here Our ...

CLAN: Brujah

CONCEPT: Trainer/Manager

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●●●●●●  
Dexterity \_\_\_\_\_ ●●●●●●  
Stamina \_\_\_\_\_ ●●●●●●

### SOCIAL

Charisma \_\_\_\_\_ ●●●●●●  
Manipulation \_\_\_\_\_ ●●●●●●  
Appearance \_\_\_\_\_ ●●●●●●

### MENTAL

Perception \_\_\_\_\_ ●●●●●●  
Intelligence \_\_\_\_\_ ●●●●●●  
Wits \_\_\_\_\_ ●●●●●●

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ ●●●●●●  
Athletics \_\_\_\_\_ ●●●●●●  
Brawl \_\_\_\_\_ ●●●●●●  
Dodge \_\_\_\_\_ ●●●●●●  
Empathy \_\_\_\_\_ 000000  
Expression \_\_\_\_\_ 000000  
Intimidation \_\_\_\_\_ 000000  
Leadership \_\_\_\_\_ 000000  
Streetwise \_\_\_\_\_ ●00000  
Subterfuge \_\_\_\_\_ 000000

### SKILLS

Animal Ken \_\_\_\_\_ 000000  
Crafts \_\_\_\_\_ 000000  
Drive \_\_\_\_\_ ●●●●●●  
Etiquette \_\_\_\_\_ 000000  
Firearms \_\_\_\_\_ ●●●●●●  
Melee \_\_\_\_\_ ●●●●●●  
Performance \_\_\_\_\_ 000000  
Security \_\_\_\_\_ 000000  
Stealth \_\_\_\_\_ 000000  
Survival \_\_\_\_\_ 000000

### KNOWLEDGES

Academics \_\_\_\_\_ 000000  
Computer \_\_\_\_\_ ●00000  
Finance \_\_\_\_\_ 000000  
Investigation \_\_\_\_\_ 000000  
Law \_\_\_\_\_ 000000  
Linguistics \_\_\_\_\_ ●●0000  
Medicine \_\_\_\_\_ ●00000  
Occult \_\_\_\_\_ 000000  
Politics \_\_\_\_\_ 000000  
Science \_\_\_\_\_ 000000

## ADVANTAGES

### BACKGROUNDS

Fame \_\_\_\_\_ ●●●●●●  
Generation \_\_\_\_\_ ●●●●●●  
Resources \_\_\_\_\_ ●●●●●●  
\_\_\_\_\_ 000000  
\_\_\_\_\_ 000000  
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### DISCIPLINES

Celerity \_\_\_\_\_ ●●●●●●  
Potence \_\_\_\_\_ ●●●●●●  
Fortitude \_\_\_\_\_ ●00000  
\_\_\_\_\_ 000000  
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### VIRTUES

Conscience/Conviction ●●●●●●  
Self-Control/Instinct \_\_\_\_\_ ●●●●●●  
Courage \_\_\_\_\_ ●●●●●●

### MERITS/FLAWS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### HUMANITY/DATH

● ● ● ● ● 0 0 0 0 0 0

### WILLPOWER

● ● ● ● ● 0 0 0 0 0 0  
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### BLOOD POOL

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□ □ □ □ □ ■ ■ ■ ■ ■

### HEALTH

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

### EXPERIENCE

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