

VAMPIRE

THE MASQUERADE

NAME: Malfory

PLAYER: Jeff

CHRONICLE: And here our...

NATURE: SURVIVOR

DEMEANOR: BRUJO

CLAN: Ventrue/Brujah

GENERATION: eighth

HAVEN: warehouse

CONCEPT:

ATTRIBUTES

PHYSICAL

Strength _____ ●●●●●●
 Dexterity _____ ●●●●●●
 Stamina _____ ●●●●●●

SOCIAL

Charisma _____ ●●●●●●
 Manipulation _____ ●●●●●●
 Appearance _____ ●●●●●●

MENTAL

Perception _____ ●●●●●●
 Intelligence _____ ●●●●●●
 Wits _____ ●●●●●●

ABILITIES

TALENTS

Alertness _____ ●●●●●●
 Athletics _____ ●●●●●●
 Brawl _____ ○○○○○○
 Dodge _____ ●○○○○○
 Empathy _____ ○○○○○○
 Expression _____ ○○○○○○
 Intimidation _____ ●●●●●●
 Leadership _____ ●●●●●●
 Streetwise _____ ●●●●●●
 Subterfuge _____ ●○○○○○

SKILLS

Animal Ken _____ ○○○○○○
 Crafts _____ ○○○○○○
 Drive _____ ●●●●●●
 Etiquette _____ ○○○○○○
 Firearms _____ ●●●●●●
 Melee _____ ●●●●●●
 Performance _____ ○○○○○○
 Security _____ ○○○○○○
 Stealth _____ ●●●●●●
 Survival _____ ○○○○○○

KNOWLEDGES

Academics _____ ○○○○○○
 Computer _____ ●○○○○○
 Finance _____ ○○○○○○
 Investigation _____ ○○○○○○
 Law _____ ○○○○○○
 Linguistics _____ ○○○○○○
 Medicine _____ ○○○○○○
 Occult _____ ●●●●●●
 Politics _____ ○○○○○○
 Science _____ ○○○○○○

ADVANTAGES

BACKGROUNDS

Mentor _____ ●●●●●●
 Resources _____ ●●●●●●
 Arcane _____ ●●●●●●
 Retainer _____ ●○○○○○
 Contacts: _____ ●○○○○○
 Awareness _____ ●●●●●●
 Enigmas _____ ●●●●●●

DISCIPLINES

Celerity _____ ●●●●●●
 Dominate _____ ●●●●●●
 Fortitude _____ ●●●●●●
 Potence _____ ●●●●●●
 Presence _____ ●●●●●●
 _____ ○○○○○○
 _____ ○○○○○○

VIRTUES

Conscience/Conviction ●●●●●●
 Self-Control/Instinct ●●●●●●
 Courage _____ ●●●●●●

MERITS/FLAWS

Un-bondable
 Ventrue: feed only on mages
 Brujah: Difficulty for frenzy +2

HUMANITY/PATH

● ● ● ● ● ● ● ○ ○ ○

WILLPOWER

● ● ● ● ● ● ○ ○ ○ ○
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BLOOD POOL

□ □ □ □ □ □ □ □ □ □
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HEALTH

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

EXPERIENCE

23/44