

# VAMPIRE

## THE MASQUERADE

**Name:** Atillo Rufio

**Ambition:** Acquire 10 Ghouls

**Clan:** (Not Telling) - "Clan Brujah"

**Concept:** Mafioso

**Desire:** Achieve Notoriety

**Generation:** 13

**Chronicle:** Boston By Night

**Predator:** Bagger

**Sire:** (Unknown)

### ATTRIBUTES

#### Physical

Strength ●○○○○  
Dexterity ●●○○○  
Stamina ●●○○○

#### Social

Charisma ●●○○○  
Manipulation ●●○○○  
Composure ●●○○○

#### Mental

Intelligence ●●○○○  
Wits ●●○○○  
Resolve ●●○○○

### SKILLS

Athletics ●●○○○	Animal Ken ○○○○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ○○○○○	Awareness ●○○○○
Craft ○○○○○	Insight ○○○○○	Finance ○○○○○
Drive ●○○○○	Intimidation ●●○○○	Investigation ○○○○○
Firearms Handgun ●●○○○	Leadership ●○○○○	Medicine ○○○○○
Larceny ●○○○○	Performance ○○○○○	Occult ○○○○○
Melee ●●○○○	Persuasion ●●○○○	Politics ○○○○○
Stealth ●○○○○	Streetwise Black Market ●●○○○	Science ○○○○○
Survival ●○○○○	Subterfuge ●●○○○	Technology ●○○○○

#### Chronicle Tenets

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

#### Touchstones & Convictions

Disobedience is dishonor.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### Clan Bane

Victims usually die when fed upon.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### DISCIPLINES

Dominate ●●○○○	○○○○○
1 Compel	1
2 Dementation	2
3	3
4	4
5	5
Necromancy (Bone Path) ●○○○○	○○○○○
1 Tremenes (Make Corpse Move)	1
2	2
3	3
4	4
5	5
Potence ●○○○○	○○○○○
1 Soaring Leap	1
2	2
3	3
4	4
5	5

#### Health

■■■■■ □□□□ □□□□

#### Willpower

■■■■■ □□□□ □□□□

#### Humanity

■■■■■ ■■■□□

#### Hunger

□□□□

#### Blood Potency

●○○○○ ○○○○○

Blood Surge: \_\_\_\_\_ Mend Amount: \_\_\_\_\_

Power Bonus: \_\_\_\_\_ Rouse Re-Roll: \_\_\_\_\_

Feeding Penalty: \_\_\_\_\_ Bane Severity: \_\_\_\_\_

#### Resonance

#### Hunting

# VAMPIRE

## THE MASQUERADE

### ADVANTAGES

#### Backgrounds

Eat Food ●●○○○  
 Haven ●○○○○  
 Herd ●○○○○  
 Resources ●○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

#### Merits

Iron Gullet ●●●○○  
 Linguistics (Italian) ●○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

#### Flaws

Enemy Flaw ●●○○○  
 Haunted (Haven) ●○○○○  
 Notorious (Status) ●○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

### HAVEN

No Haven?  Haven Rating: ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

### EXPERIENCE

Total: 8XP  
 Spent:

### WEAPONS

Weapon	Damage
.45 Revolver (Engraved)	

### BIOGRAPHY

True Age: \_\_\_ Apparent Age: 30 Date of Birth: \_\_\_ Date of Death: \_\_\_

Appearance; Hair: Black pompadour (greased back)

Clothes: Dark sunglasses, red dress shirt (opened with rolled up sleeves), black pinstriped vest, black suit pants, black crocodile dress shoes

Distinguishing Features:

History:

### POSSESSIONS

### NOTES

Harpies think he's a necrophiliac.