

Dark Ages TZIMISCE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Title:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength_____00000000	Charisma_____00000000	Perception_____00000000
Dexterity_____00000000	Manipulation_____00000000	Intelligence_____00000000
Stamina_____00000000	Appearance_____00000000	Wits_____00000000

ABILITIES

Talents	Skills	Knowledges
Alertness_____00000000	Animal Ken_____00000000	Academics_____00000000
Athletics_____00000000	Archery_____00000000	Hearth Wisdom_____00000000
Brawl_____00000000	Commerce_____00000000	Investigation_____00000000
Dodge_____00000000	Crafts_____00000000	Law_____00000000
Empathy_____00000000	Etiquette_____00000000	Linguistics_____00000000
Expression_____00000000	Melee_____00000000	Medicine_____00000000
Intimidation_____00000000	Performance_____00000000	Occult_____00000000
Leadership_____00000000	Ride_____00000000	Politics_____00000000
Legerdemain_____00000000	Stealth_____00000000	Seneschal_____00000000
Subterfuge_____00000000	Survival_____00000000	Theology_____00000000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____00000000	_____00000000	Conscience/Conviction_____000000
_____00000000	_____00000000	Self-Control/Instinct_____000000
_____00000000	_____00000000	Courage_____000000
_____00000000	_____00000000	
_____00000000	_____00000000	

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Road

0 0 0 0 0 0 0 0 0 0
 Aura: _____ ()

Willpower

0 0 0 0 0 0 0 0 0 0

Bloodpool

Points Per Turn: _____

Health

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

Weakness

Must be surrounded with 2 handfuls of Native earth when resting.

Experience
