

Old Clan Tzimisce

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Social

Mental

Strength_____000000000
Dexterity_____000000000
Stamina_____000000000

Charisma_____000000000
Manipulation_____000000000
Appearance_____000000000

Perception_____000000000
Intelligence_____000000000
Wits_____000000000

Abilities

Talents

Skills

Knowledges

Alertness_____000000000
Athletics_____000000000
Awareness_____000000000
Brawl_____000000000
Empathy_____000000000
Expression_____000000000
Intimidation_____000000000
Leadership_____000000000
Streetwise_____000000000
Subterfuge_____000000000
_____000000000

Animal Ken_____000000000
Crafts_____000000000
Drive_____000000000
Etiquette_____000000000
Firearms_____000000000
Larceny_____000000000
Melee_____000000000
Performance_____000000000
Stealth_____000000000
Survival_____000000000
_____000000000

Academics_____000000000
Computer_____000000000
Finance_____000000000
Investigation_____000000000
Law_____000000000
Medicine_____000000000
Occult_____000000000
Politics_____000000000
Science_____000000000
Technology_____000000000
_____000000000

Advantages

Disciplines

Backgrounds

Virtues

_____000000000
_____000000000
_____000000000
_____000000000
_____000000000
_____000000000

_____000000000
_____000000000
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_____000000000
_____000000000
_____000000000

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Humanity/Path

Health

_____0000000000000
Bearing:_____ ()

Willpower

_____0000000000000
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Blood Pool

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Blood Per Turn:_____

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

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)