

# T L A C I O U E

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

## Attributes

### Physical

Strength \_\_\_\_\_ 0000000000  
 Dexterity \_\_\_\_\_ 0000000000  
 Stamina \_\_\_\_\_ 0000000000

### Social

Charisma \_\_\_\_\_ 0000000000  
 Manipulation \_\_\_\_\_ 0000000000  
 Appearance \_\_\_\_\_ 0000000000

### Mental

Perception \_\_\_\_\_ 0000000000  
 Intelligence \_\_\_\_\_ 0000000000  
 Wits \_\_\_\_\_ 0000000000

## Abilities

### Talents

Alertness \_\_\_\_\_ 0000000000  
 Athletics \_\_\_\_\_ 0000000000  
 Awareness \_\_\_\_\_ 0000000000  
 Brawl \_\_\_\_\_ 0000000000  
 Empathy \_\_\_\_\_ 0000000000  
 Expression \_\_\_\_\_ 0000000000  
 Intimidation \_\_\_\_\_ 0000000000  
 Leadership \_\_\_\_\_ 0000000000  
 Streetwise \_\_\_\_\_ 0000000000  
 Subterfuge \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000

### Skills

Animal Ken \_\_\_\_\_ 0000000000  
 Crafts \_\_\_\_\_ 0000000000  
 Drive \_\_\_\_\_ 0000000000  
 Etiquette \_\_\_\_\_ 0000000000  
 Firearms \_\_\_\_\_ 0000000000  
 Larceny \_\_\_\_\_ 0000000000  
 Melee \_\_\_\_\_ 0000000000  
 Performance \_\_\_\_\_ 0000000000  
 Stealth \_\_\_\_\_ 0000000000  
 Survival \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000

### Knowledges

Academics \_\_\_\_\_ 0000000000  
 Computer \_\_\_\_\_ 0000000000  
 Finance \_\_\_\_\_ 0000000000  
 Investigation \_\_\_\_\_ 0000000000  
 Law \_\_\_\_\_ 0000000000  
 Medicine \_\_\_\_\_ 0000000000  
 Occult \_\_\_\_\_ 0000000000  
 Politics \_\_\_\_\_ 0000000000  
 Science \_\_\_\_\_ 0000000000  
 Technology \_\_\_\_\_ 0000000000  
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## Advantages

### Disciplines

\_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
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### Backgrounds

\_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
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### Virtues

Conscience/Conviction \_\_\_\_\_ 000000  
 Self-Control/Instinct \_\_\_\_\_ 000000  
 Courage \_\_\_\_\_ 000000

## Humanity/Path

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 \_\_\_\_\_  
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 \_\_\_\_\_  
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\_\_\_\_\_ 000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_ 000000000000  
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## Blood Pool

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Blood Per Turn: \_\_\_\_\_

## Health

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

## Weakness

## Experience



# T L A C I O U E

## Expanded Backgrounds

**Allies**

**Mentor**

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**Contacts**

**Resources**

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**Fame**

**Retainers**

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**Herd**

**Status**

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**Influence**

**Other( \_\_\_\_\_ )**

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## Possessions

**Gear(Carried)**

**Equipment(Owned)**

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**Feeding Grounds**

**Vehicles**

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## Blood Bonds

**Bound To**

**Rating**

**Bound To**

**Rating**

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## Havens

**Location**

**Description**

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