

Old Clan Tzimisce

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 000000000
 Dexterity _____ 000000000
 Stamina _____ 000000000

Social

Charisma _____ 000000000
 Manipulation _____ 000000000
 Appearance _____ 000000000

Mental

Perception _____ 000000000
 Intelligence _____ 000000000
 Wits _____ 000000000

Abilities

Talents

Alertness _____ 000000000
 Athletics _____ 000000000
 Awareness _____ 000000000
 Brawl _____ 000000000
 Empathy _____ 000000000
 Expression _____ 000000000
 Intimidation _____ 000000000
 Leadership _____ 000000000
 Streetwise _____ 000000000
 Subterfuge _____ 000000000
 _____ 000000000

Skills

Animal Ken _____ 000000000
 Crafts _____ 000000000
 Drive _____ 000000000
 Etiquette _____ 000000000
 Firearms _____ 000000000
 Larceny _____ 000000000
 Melee _____ 000000000
 Performance _____ 000000000
 Stealth _____ 000000000
 Survival _____ 000000000
 _____ 000000000

Knowledges

Academics _____ 000000000
 Computer _____ 000000000
 Finance _____ 000000000
 Investigation _____ 000000000
 Law _____ 000000000
 Medicine _____ 000000000
 Occult _____ 000000000
 Politics _____ 000000000
 Science _____ 000000000
 Technology _____ 000000000
 _____ 000000000

Advantages

Disciplines

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Backgrounds

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Humanity/Path

_____ 0000000000000
 Bearing: _____ ()

Willpower

_____ 0000000000000
 _____ □□□□□□□□□□

Blood Pool

_____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□

Blood Per Turn: _____

Health

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

Weakness

Experience

Old Clan Tzimisce

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO

Rituals

Paths

Name	Level	
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

Old Clan Tzimisce

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds

Bound To

Rating

Bound To

Rating

Havens

Location

Description
