

Tzimisce Antitribu

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

Skills

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Disciplines

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Virtues

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

Humanity/Path

_____ 000000000000
 Bearing: _____ ()

Health

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

Willpower

_____ 000000000000

Weakness

Blood Pool

Experience

Blood Per Turn: _____

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

Tzimisce Antitribu

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
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Other Traits

| | | | | | |
|--|-------|--|-------|--|-------|
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |

Rituals

Paths

| Name | Level | | |
|------|-------|--|-------|
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |
| | | | 00000 |

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Clip | Conceal |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
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| | | | | | | |
| | | | | | | |

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

Tzimisce Antitribu

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
