

# TREMERE

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	Crafts	_____00000000	Enigmas	_____00000000
Awareness	_____00000000	Etiquette	_____00000000	Finance	_____00000000
Brawl	_____00000000	Firearms	_____00000000	Investigation	_____00000000
Empathy	_____00000000	Larceny	_____00000000	Law	_____00000000
Expression	_____00000000	Melee	_____00000000	Medicine	_____00000000
Intimidation	_____00000000	Performance	_____00000000	Occult	_____00000000
Leadership	_____00000000	Ride	_____00000000	Politics	_____00000000
Streetwise	_____00000000	Stealth	_____00000000	Science	_____00000000
Subterfuge	_____00000000	Survival	_____00000000	Technology	_____00000000
	_____00000000		_____00000000		_____00000000

## ADVANTAGES

Disciplines		Backgrounds		Virtues	
_____	00000000	_____	00000000	Conscience/Conviction	_____00000
_____	00000000	_____	00000000	Self-Control/Instinct	_____00000
_____	00000000	_____	00000000	Courage	_____00000
_____	00000000	_____	00000000		
_____	00000000	_____	00000000		
_____	00000000	_____	00000000		

### Humanity/Path

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

000000000000

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

### Willpower

000000000000

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### Blood Pool

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Points Per Turn: \_\_\_\_\_

### Health

Bruised

Hurt -1

Injured -1

Wounded -2

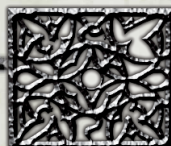
Mauled -2

Crippled -5

Incapacitated

### Weakness

### Experience



# TREMERE

## OTHER TRAITS

_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000

## PATHS

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

## RITUALS

_____	Name	_____	Level
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	

## LANGUAGES

_____
_____
_____
_____
_____

## DERANGEMENTS

_____
_____
_____
_____
_____

## MERITS & FLAWS

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

## HISTORY

_____
_____
_____
_____
_____

Goals

_____
_____
_____

## DESCRIPTION

_____
_____
_____

Age: _____	Hair: _____
Apparent Age: _____	Eyes: _____
R.I.P.: _____	Height: _____
Sex: _____	Weight: _____
Race: _____	Nationality: _____

## GEAR & EQUIPMENT

_____
_____
_____
_____

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

