



# Time of Thin Blood

## MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## New Disciplines

_____	_____	_____	_____	_____	_____
DESCRIPTION: _____	_____	_____	DESCRIPTION: _____	_____	_____
_____	_____	_____	_____	_____	_____
SYSTEM: _____	_____	_____	SYSTEM: _____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## EXPERIENCE

TOTAL: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

SPENT ON: \_\_\_\_\_

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## DERANGEMENTS

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## LANGUAGES

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\_\_\_\_\_

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\_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

CLASS: \_\_\_\_\_

RATING: \_\_\_\_\_

PENALTY: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

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# Time of Thin Blood

## 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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## BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

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## HAVENS

LOCATION

DESCRIPTION

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