

Tremere

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Rank:
Title:

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
Brawl	_____00000000	Etiquette	_____00000000	Finance	_____00000000
Dodge	_____00000000	Firearms	_____00000000	Investigation	_____00000000
Empathy	_____00000000	Melee	_____00000000	Law	_____00000000
Expression	_____00000000	Performance	_____00000000	Linguistics	_____00000000
Intimidation	_____00000000	Ride	_____00000000	Medicine	_____00000000
Leadership	_____00000000	Security	_____00000000	Occult	_____00000000
Streetwise	_____00000000	Stealth	_____00000000	Politics	_____00000000
Subterfuge	_____00000000	Survival	_____00000000	Science	_____00000000

ADVANTAGES

Disciplines		Backgrounds		Virtues	
_____	_____00000000	_____	_____00000000	Conscience/Conviction	_____00000
_____	_____00000000	_____	_____00000000	Self-Control/Instinct	_____00000
_____	_____00000000	_____	_____00000000	Courage	_____00000
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		

Merits & Flaws

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

Humanity/Path

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Bloodpool

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

POINTS PER TURN: _____

Health

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

Weakness

One Step Toward Clan Blood Bond

Experience

