



# Tzimisce

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

## ATTRIBUTES

### PHYSICAL

Strength 00000000  
 Dexterity 00000000  
 Stamina 00000000

### SOCIAL

Charisma 00000000  
 Manipulation 00000000  
 Appearance 00000000

### MENTAL

Perception 00000000  
 Intelligence 00000000  
 Wits 00000000

## ABILITIES

### TALENTS

Alertness 00000000  
 Athletics 00000000  
 Brawl 00000000  
 Dodge 00000000  
 Empathy 00000000  
 Expression 00000000  
 Intimidation 00000000  
 Leadership 00000000  
 Streetwise 00000000  
 Subterfuge 00000000

### SKILLS

Animal Ken 00000000  
 Crafts 00000000  
 Drive 00000000  
 Etiquette 00000000  
 Firearms 00000000  
 Melee 00000000  
 Performance 00000000  
 Security 00000000  
 Stealth 00000000  
 Survival 00000000

### KNOWLEDGES

Academics 00000000  
 Computer 00000000  
 Finance 00000000  
 Investigation 00000000  
 Law 00000000  
 Linguistics 00000000  
 Medicine 00000000  
 Occult 00000000  
 Politics 00000000  
 Science 00000000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_ 00000000  
 \_\_\_\_ 00000000  
 \_\_\_\_ 00000000  
 \_\_\_\_ 00000000  
 \_\_\_\_ 00000000  
 \_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_ 00000000  
 \_\_\_\_ 00000000  
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 \_\_\_\_ 00000000  
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### VIRTUES

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

### MERITS & FLAUS

MERIT                  COST  
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FLAW                  COST  
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### HUMANITY/PATH

0000000000

### WILLPOWER

0000000000  
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### BLOODPOOL

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POINTS PER TURN: \_\_\_\_\_

### HEALTH

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

### WEAKNESS

Must Sleep In At Least 2 Handfuls  
 Of Native Soil

### EXPERIENCE

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