

# TREMERE

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

RANK:

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

### VIRTUES

Conscience/Conviction\_ 000000  
 Self-Control/Instinct\_\_ 000000  
 Courage \_\_\_\_\_ 000000

### OTHER TRAITS

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

### 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

One Step Toward Clan Blood Bond

### EXPERIENCE



# TREMIERE

## EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(\_\_\_\_\_)

## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

## BLOODBONDS

BOUND TO

RATING

BOUND TO

RATING

## HAVENS

LOCATION

DESCRIPTION

