

# TREMERE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Generation:**  
**Sire:**  
**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

Acting \_\_\_\_\_ 00000000  
Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Dodge \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Streetwise \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000

### Skills

Animal Ken \_\_\_\_\_ 00000000  
Drive \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Firearms \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Music \_\_\_\_\_ 00000000  
Repair \_\_\_\_\_ 00000000  
Security \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000

### Knowledges

Bureaucracy \_\_\_\_\_ 00000000  
Computer \_\_\_\_\_ 00000000  
Finance \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Linguistics \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Science \_\_\_\_\_ 00000000

## Advantages

### Disciplines

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
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### Backgrounds

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

### Virtues

Conscience \_\_\_\_\_ 00000  
Self-Control \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

### Other Traits

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### Humanity

0 0 0 0 0 0 0 0 0 0

### Willpower

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### Blood Pool

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### Health

Bruised \_\_\_\_\_   
Hurt -1 \_\_\_\_\_   
Injured -1 \_\_\_\_\_   
Wounded -2 \_\_\_\_\_   
Mauled -2 \_\_\_\_\_   
Crippled -5 \_\_\_\_\_   
Incapacitated \_\_\_\_\_

### Weakness

# TREMERE

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Experience

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

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

**Gained From:**

**Spent On:**

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## Rituals

Name	Level

## Derangements

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## Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

**Armor:** \_\_\_\_\_



# TREMERE

## Expanded Backgrounds

**Allies**

**Influence**

**Clan Prestige**

**Mentor**

**Contacts, Minor**

**Resources**

**Contacts, Major**

**Retainers**

**Herd**

**Status**

## Possessions

**Gear (Carried)**

**Equipment (Owned)**

**Feeding Grounds**

**Vehicles**

## Haven

**Location**

**Description**

**History**

Lined area for writing history.

Circle of Mastery: \_\_\_\_\_ Secret Order: \_\_\_\_\_  
Chantry: \_\_\_\_\_

**Appearance**

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
RIP: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

**Visuals**

**Coterie Chart**

**Character Sketch**