

# Dark Ages Tzimisce™

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Title:  
Sire:

## 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	Archery _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Commerce _____ 00000000	Investigation _____ 00000000
Dodge _____ 00000000	Crafts _____ 00000000	Law _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Linguistics _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000

## ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 000000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 000000
_____ 00000000	_____ 00000000	Courage _____ 000000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

### Other Traits

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

### Road

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 Aura: \_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_ 00000000  
 □ □ □ □ □ □ □ □ □ □

### Bloodpool

□ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □

Points Per Turn: \_\_\_\_\_

### Health

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

### Weakness

Must be surrounded with 2 handfuls of Native earth when resting.

### Experience

\_\_\_\_\_

# Dark Ages TZIMISCE™

## MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

## RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

## DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# Dark Ages Tzimisce™

## EXPANDED BACKGROUNDS

Allies

Mentor

---

---

---

---

---

---

Contacts

Resources

---

---

---

---

---

---

Domains

Retainers

---

---

---

---

---

---

Herd

Status

---

---

---

---

---

---

Influence

Other ( \_\_\_\_\_ )

---

---

---

---

---

---

## POSSESSIONS

Gear (Carried)

Equipment (Owned)

---

---

---

---

---

---

Feeding Grounds

Misc.

---

---

---

---

---

---

## BLOODBONDS

Bound To

Rating

Bound To

Rating

---

---

---

---

---

---

## HAVEN

Location

Description

---

---

---

---

---

---

