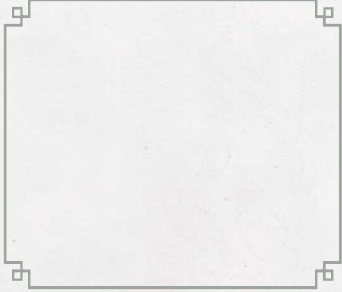


# Tzimisce

Character:  
Player:  
Archetype:  
Title:  
Setting/Sect:



Character Portrait

## ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

**Physical**

**Bonus Attributes**

Strength  Dexterity  Stamina

**Social**

**Bonus Attributes**

Charisma  Manipulation  Appearance

**Mental**

**Bonus Attributes**

Perception  Intelligence  Wits

## SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics \_\_\_\_\_ 00000  
Animal Ken \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000

Empathy \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Lore \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000

Performance \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Blood

(Generation determines maximum blood, and limits blood spent per turn.)

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

## Willpower

(Characters begin play with 6 Willpower.)

1  2  3  4  5  6  7

## Morality

(Characters begin on Humanity, with a Morality of 5.)

1  2  3  4  5  6

## Health Levels

(Incapacitated characters lose their simple action.)

Healthy   
Injured   
Incapacitated

## Status

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Common Test Pools

Initiative: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

(Initiative is your higher attribute: Mental or Physical.)  
(Pools are your Attribute + Skill(or WP) + Wild Card)

## Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

1 Beast Trait  
Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

2 Beast Traits  
Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

3 Beast Traits  
Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

4 Beast Traits  
Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

5 Beast Traits  
Lose a permanent point of Morality.