

TZIMISQE

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

GENERATION:
TITLE:
SIRE:

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
Awareness_____00000000
Brawl_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Legerdemain_____00000000
Subterfuge_____00000000
_____00000000

SKILLS

Animal Ken_____00000000
Archery_____00000000
Commerce_____00000000
Crafts_____00000000
Etiquette_____00000000
Melee_____00000000
Performance_____00000000
Ride_____00000000
Stealth_____00000000
Survival_____00000000
_____00000000

KNOWLEDGES

Academics_____00000000
Enigmas_____00000000
Hearth Wisdom_____00000000
Investigation_____00000000
Law_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Seneschal_____00000000
Theology_____00000000
_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction____00000
Self-Control/Instinct____00000
Courage_____00000

OTHER TRAITS

ROAD

000000000000
Aura: _____ ()

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POOL

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

HEALTH

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

WEAKNESS

TZIMISQE

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

RITUALS

PATHS

NAME	LEVEL	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

EXPERIENCE

DERANGEMENTS

Total: _____	Total Spent: _____	_____
Spent On: _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

TZIMISQE

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAME

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION

TZIMISQE

HISTORY

PRELUDE

GOALS

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

