

TZIMTSEE

NAME:
 CHRONICLE:
 FACTION:

TITLE:
 GENERATION:

PREDATOR TYPE:
 COMPULSION:

ATTRIBUTES

(Take one Attributes at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)

PHYSICAL

Strength
 Dexterity
 Stamina

SOCIAL

Charisma
 Manipulation
 Composure

MENTAL

Intelligence
 Wits
 Resolve

SKILLS

(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics
 Brawl
 Craft
 Drive
 Firearms
 Larceny
 Melee
 Stealth
 Survival

Animal Ken
 Etiquette
 Insight
 Intimidation
 Leadership
 Performance
 Persuasion
 Streetwise
 Subterfuge

Academics
 Awareness
 Finance
 Investigation
 Medicine
 Occult
 Politics
 Science
 Technology

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Severity: _____

DISCIPLINES

(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

HEALTH

(Stamina +3)

WILLPOWER

(Resolve + Composure)

HUMANITY

(Starts at 7)

HUNGER

BLOOD POTENCY

Blood Surge: _____

Mend Amount: _____

Power Bonus: _____

Rouse Re-Roll: _____

Feeding Penalty: _____

Hunting: _____

Resonance: _____

Initiative: _____

(Composure + Awareness)

