

TREMEERE

Shadow Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

House:
 Cabal:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

Rote Skill
 (-3 unskilled)

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	00000
<input type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Politics	00000
<input type="checkbox"/> Science	00000

PHYSICAL

Rote Skill
 (-1 unskilled)

<input type="checkbox"/> Athletics	00000
<input type="checkbox"/> Brawl	00000
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	00000
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	00000
<input type="checkbox"/> Weaponry	00000

SOCIAL

Rote Skill
 (-1 unskilled)

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input type="checkbox"/> Intimidation	00000
<input type="checkbox"/> Persuasion	00000
<input type="checkbox"/> Socialize	00000
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	00000

OTHER TRAITS

ARCANA

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	00000
Prime	00000
Spirit	00000
Space	00000
Time	00000

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

OBSESSIONS

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats:
 Experience: _____
 Arcane Beats:
 Arcane Experiences: _____

HEALTH

00000000000000
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILLPOWER

0000000000
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

HOLLOW

0000000000

MANA

Max Remaining

WISDOM

0000000000

CONDITIONS

TILTS

ASPIRATIONS

Aspirations 3 • Obsessions - 1 at Hollow 1 or 2, 2 at Hollows 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Hollow • Rotes 3 • Merits 10 • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7
 Starting Hollow = 1 • Starting Mana = Full as per Hollow

TREMERE

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
MAGICAL STYLE	PERSISTENT CONDITIONS	
_____	_____	
_____	_____	
_____	_____	

EXPANDED MERITS

ALLIES	RESOURCES
_____	_____
_____	_____
CONTACTS	SLEEPWALKER RETAINER
_____	_____
_____	_____
LIBRARY	STATUS
_____	_____
_____	_____
MENTOR	THRALL
_____	_____
_____	_____
OTHER (_____)	OTHER (_____)
_____	_____
_____	_____

SANCTUM

Rank: OO

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Influence: _____

Ban: _____

Bane: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

FAMILIAR

Numina

CORPUS/HEALTH

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WILLPOWER

0000000000

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ESSENCE

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