Old Clan Tzimisce

Name: **Nature:** **Generation:**
Player: **Demeanor:** **Sire:**
Chronicle: **Concept:** **Title:**

Attributes

Physical
Strength ●OOOOOOOO
Dexterity ●OOOOOOOO
Stamina ●OOOOOOOO

Social
Charisma ●OOOOOOOO
Manipulation ●OOOOOOOO
Appearance ●OOOOOOOO

Mental
Perception ●OOOOOOOO
Intelligence ●OOOOOOOO
Wits ●OOOOOOOO

Abilities

Talents
Alertness OOOOOOOOO
Athletics OOOOOOOOO
Awareness OOOOOOOOO
Brawl OOOOOOOOO
Empathy OOOOOOOOO
Expression OOOOOOOOO
Intimidation OOOOOOOOO
Leadership OOOOOOOOO
Streetwise OOOOOOOOO
Subterfuge OOOOOOOOO
OOOOOOOOO

Skills
Animal Ken OOOOOOOOO
Crafts OOOOOOOOO
Drive OOOOOOOOO
Etiquette OOOOOOOOO
Firearms OOOOOOOOO
Larceny OOOOOOOOO
Melee OOOOOOOOO
Performance OOOOOOOOO
Stealth OOOOOOOOO
Survival OOOOOOOOO
OOOOOOOOO

Knowledges
Academics OOOOOOOOO
Computer OOOOOOOOO
Finance OOOOOOOOO
Investigation OOOOOOOOO
Law OOOOOOOOO
Medicine OOOOOOOOO
Occult OOOOOOOOO
Politics OOOOOOOOO
Science OOOOOOOOO
Technology OOOOOOOOO
OOOOOOOOO

Advantages

Disciplines
Animalism OOOOOOOOO
Auspex OOOOOOOOO
Dominate OOOOOOOOO
OOOOOOOOO
OOOOOOOOO
OOOOOOOOO

Backgrounds
OOOOOOOOO
OOOOOOOOO
OOOOOOOOO
OOOOOOOOO
OOOOOOOOO
OOOOOOOOO

Virtues
Conscience/Conviction ●OOOO
Self-Control/Instinct ●OOOO
Courage ●OOOO

[Type Here]

Humanity/Path
OOOOOOOOOO
Bearing: ( )

Willpower
OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

Blood Pool
☐☐☐☐☐☐☐☐☐☐
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Blood Per Turn:

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

Weakness
Must Sleep In At Least 2 Handfuls of Native Soil

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)