

Tzimisce

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 000000000
 Dexterity _____ 000000000
 Stamina _____ 000000000

Social

Charisma _____ 000000000
 Manipulation _____ 000000000
 Appearance _____ 000000000

Mental

Perception _____ 000000000
 Intelligence _____ 000000000
 Wits _____ 000000000

Abilities

Talents

Alertness _____ 000000000
 Athletics _____ 000000000
 Awareness _____ 000000000
 Brawl _____ 000000000
 Empathy _____ 000000000
 Expression _____ 000000000
 Intimidation _____ 000000000
 Leadership _____ 000000000
 Streetwise _____ 000000000
 Subterfuge _____ 000000000
 _____ 000000000

Skills

Animal Ken _____ 000000000
 Crafts _____ 000000000
 Drive _____ 000000000
 Etiquette _____ 000000000
 Firearms _____ 000000000
 Larceny _____ 000000000
 Melee _____ 000000000
 Performance _____ 000000000
 Stealth _____ 000000000
 Survival _____ 000000000
 _____ 000000000

Knowledges

Academics _____ 000000000
 Computer _____ 000000000
 Finance _____ 000000000
 Investigation _____ 000000000
 Law _____ 000000000
 Medicine _____ 000000000
 Occult _____ 000000000
 Politics _____ 000000000
 Science _____ 000000000
 Technology _____ 000000000
 _____ 000000000

Advantages

Disciplines

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Backgrounds

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Humanity/Path

_____ 000000000
 Bearing: _____ ()

Willpower

_____ 00000000000
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Blood Pool

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Blood Per Turn: _____

Health

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

Weakness

Experience

Tzimisce

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Havens

Location

Description
