

Tzimisce™

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

HAVEN:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Brawl _____ 00000	Drive _____ 00000	Finance _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

ADVANTAGES

BACKGROUNDS	DISCIPLINES	VIRTUES
_____ 00000	_____ 00000	Conscience/Conviction ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	Self-Control/Instinct_ ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	Courage _____ ●00000

MERITS/FLAWS

HUMANITY/DATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

BLOOD POOL

□ □ □ □ □ □ □ □ □ □

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HEALTH

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

WEAKNESS

Must sleep in at least two handfuls of native soil

Tzimisce™

OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

EXPERIENCE

TOTAL: _____

TOTAL SPENT: _____

spent on: _____

DERANGEMENTS

BLOOD BONDS/ VINCULI

BOUND TO	RATING	BOUND TO	RATING
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

WEAPON	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR



Tzimisce™

EXPANDED BACKGROUND

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

VEHICLES

HAVENS

LOCATION

DESCRIPTION
