

Tzimisce

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical

Strength_____0000000000
Dexterity_____0000000000
Stamina_____0000000000

Social

Charisma_____0000000000
Manipulation_____0000000000
Appearance_____0000000000

Mental

Perception_____0000000000
Intelligence_____0000000000
Wits_____0000000000

Abilities

Talents

Alertness_____0000000000
Athletics_____0000000000
Awareness_____0000000000
Brawl_____0000000000
Empathy_____0000000000
Expression_____0000000000
Intimidation_____0000000000
Leadership_____0000000000
Streetwise_____0000000000
Subterfuge_____0000000000
_____0000000000

Skills

Animal Ken_____0000000000
Crafts_____0000000000
Drive_____0000000000
Etiquette_____0000000000
Firearms_____0000000000
Larceny_____0000000000
Melee_____0000000000
Performance_____0000000000
Stealth_____0000000000
Survival_____0000000000
_____0000000000

Knowledges

Academics_____0000000000
Computer_____0000000000
Finance_____0000000000
Investigation_____0000000000
Law_____0000000000
Medicine_____0000000000
Occult_____0000000000
Politics_____0000000000
Science_____0000000000
Technology_____0000000000
_____0000000000

Advantages

Disciplines

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Backgrounds

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Humanity/Path

_____0000000000
Bearing:_____()

Willpower

_____0000000000
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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

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

[illegible]