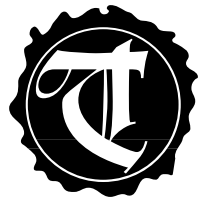
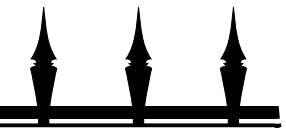


Tzimisce™



VAMPIRE: The Masquerade®

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Haven:

Attributes

Physical

Strength ●○○○○○○○
 Dexterity ●○○○○○○○
 Stamina ●○○○○○○○

Social

Charisma ●○○○○○○○
 Manipulation ●○○○○○○○
 Appearance ●○○○○○○○

Mental

Perception ●○○○○○○○
 Intelligence ●○○○○○○○
 Wits ●○○○○○○○

Abilities

Talents

Acting ○○○○○○○○
 Alertness ○○○○○○○○
 Athletics ○○○○○○○○
 Brawl ○○○○○○○○
 Dodge ○○○○○○○○
 Empathy ○○○○○○○○
 Intimidation ○○○○○○○○
 Leadership ○○○○○○○○
 Streetwise ○○○○○○○○
 Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ○○○○○○○○
 Etiquette ○○○○○○○○
 Firearms ○○○○○○○○
 Melee ○○○○○○○○
 Music ○○○○○○○○
 Repair ○○○○○○○○
 Security ○○○○○○○○
 Stealth ○○○○○○○○
 Survival ○○○○○○○○

Knowledges

Bureaucracy ○○○○○○○○
 Computer ○○○○○○○○
 Finance ○○○○○○○○
 Investigation ○○○○○○○○
 Law ○○○○○○○○
 Linguistics ○○○○○○○○
 Medicine ○○○○○○○○
 Occult ○○○○○○○○
 Politics ○○○○○○○○
 Science ○○○○○○○○

Advantages

Disciplines

Animalism ○○○○○○○○
 Auspex ○○○○○○○○
 Vicissitude ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Callousness ●○○○○○
 Instincts ●○○○○○
 Morale ●○○○○○

Other Traits

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Humanity/Path

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

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

Weakness

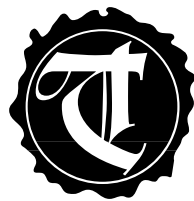
Must Sleep in at least two Handfuls of Native Soil.

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





Tzimisce™



VAMPIRE: The Masquerade™

Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



