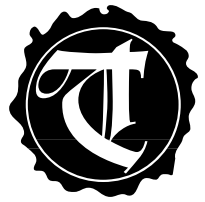
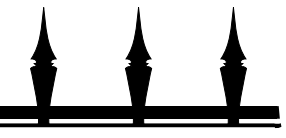


# Tzimisce™



## 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 ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
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 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

#### Backgrounds

\_\_\_\_\_ ○○○○○○○○  
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#### Virtues

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

### Other Traits

\_\_\_\_\_ ○○○○○○○○  
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### 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.*

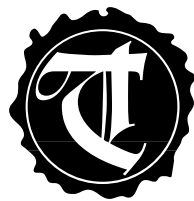
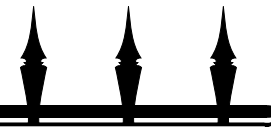
Attributes: 7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)







# Tzimisce™



VAMPIRE: The Masquerade™

## Expanded Background

**Allies**

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**Clan Prestige**

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**Contacts, Minor**

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**Contacts, Major**

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**Herd**

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**Influence**

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**Mentor**

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**Resources**

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**Retainers**

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**Status**

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## Possessions

**Gear (Carried)**

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**Equipment (Owned)**

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**Feeding Grounds**

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**Vehicles**

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## Havens

**Location**

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**Description**

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