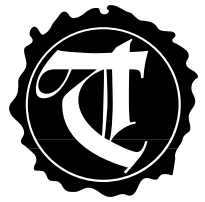
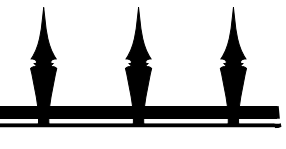


# Tzimisce™



Antitribu®

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

Conscience ●○○○○○  
 Self-Control ●○○○○○  
 Courage ●○○○○○

## Other Traits

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### Humanity/Path

\_\_\_\_\_ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Willpower

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

### Blood Pool

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

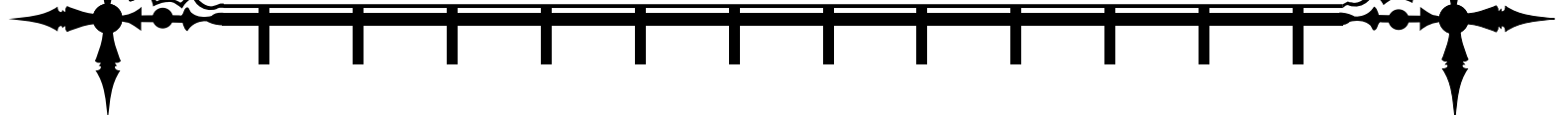
### Health

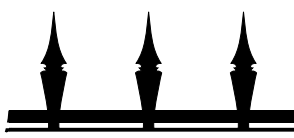
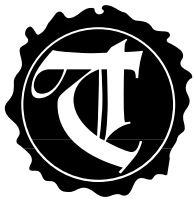
Bruised □  
 Hurt -1 □  
 Injured -1 □  
 Wounded -2 □  
 Mauled -2 □  
 Crippled -5 □  
 Incapacitated □

### Weakness

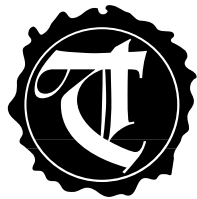
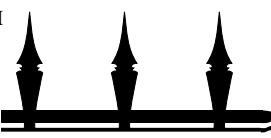
*Must Sleep in at least two Handfuls of Native Soil.*

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®

### Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

### Experience

**TOTAL:** \_\_\_\_\_

**TOTAL SPENT:** \_\_\_\_\_

**Gained From:**  
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**Spent On:**  
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### Derangements

**Name**

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### Derangements

**Name**

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### Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

#### Brawling Table

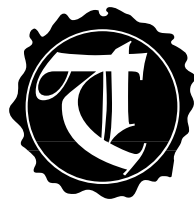
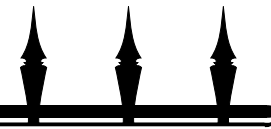
Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

**Armor:** \_\_\_\_\_





# Tzimisce™



VAMPIRE: The Masquerade™

## Expanded Background

**Allies**

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**Influence**

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**Clan Prestige**

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**Mentor**

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**Contacts, Minor**

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**Resources**

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**Contacts, Major**

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**Retainers**

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**Herd**

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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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# Tzimisce™



VAMPIRE: The Masquerade®

## History Prelude

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Experiments Performed \_\_\_\_\_

Best Methods \_\_\_\_\_

Ghouls Created \_\_\_\_\_

## Appearance

Age \_\_\_\_\_

Apparent Age \_\_\_\_\_

Date of Birth \_\_\_\_\_

RIP \_\_\_\_\_

Hair \_\_\_\_\_

Eyes \_\_\_\_\_

Race \_\_\_\_\_

Nationality \_\_\_\_\_

Height \_\_\_\_\_

Weight \_\_\_\_\_

Sex \_\_\_\_\_

## Visuals

Coterie Chart

Character Sketch

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