

# Tzimisce

Character:

Player:

Archetype:

Title:

Setting/Sect:

Character Portrait

## ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical  00000  00000Bonus Attributes  00000☐ Strength ☐ Dexterity ☐ StaminaSocial  00000  00000Bonus Attributes  00000☐ Charisma ☐ Manipulation ☐ AppearanceMental  00000  00000Bonus Attributes  00000☐ Perception ☐ Intelligence ☐ Wits

## SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics  00000Animal Ken  00000Athletics  00000Awareness  00000Brawl  00000Computer  00000Crafts  00000Crafts  00000Dodge  00000Drive  00000Empathy  00000Firearms  00000Intimidation  00000Investigation  00000Leadership  00000Linguistics  00000Lore  00000Medicine  00000Melee  00000Occult  00000Performance  00000Performance  00000Science  00000Science  00000Security  00000Stealth  00000Streetwise  00000Subterfuge  00000Survival  00000 00000

## Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

 00000  
 00000  
 00000  
 00000  
 00000  
 00000  
 00000  
 00000

## Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

 00000  
 00000  
 00000  
 00000  
 00000  
 00000  
 00000  
 00000  
 00000

## Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

   
   
   
   
   
   
   
 

## Blood

(Generation determines maximum blood, and limits blood spent per turn.)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
 • 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

## Willpower

(Characters begin play with 6 Willpower.)

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7

## Morality

(Characters begin on Humanity, with a Morality of 5.)

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6

## Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐ ☐ ☐Injured ☐ ☐ ☐Incapacitated ☐ ☐ ☐

## Status

  
  
  


## Common Test Pools

Initiative:

       
       
       
       
     
(Initiative is your higher attribute: Mental or Physical.)  
(Pools are your Attribute + Skill(or WP) + Wild Card)

## Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

☐ 1 Beast Trait

Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

☐ 2 Beast Traits

Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

☐ 3 Beast Traits

Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

☐ 4 Beast Traits

Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

☐ 5 Beast Traits

Lose a permanent point of Morality.