TREMERE

NAME: TITLE: PREDATOR TYPE:

CHRONICLE: GENERATION: COMPULSION:

FACTION:

ATTRIBUTES
(Take one Attributes at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS
(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	OOOOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	OOOOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	CLAN BANE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	Severity:_____

DISCIPLINES
(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

_____OOOOO   _____OOOOO
1_____   1_____
2_____   2_____
3_____   3_____
4_____   4_____
5_____   5_____

_____OOOOO   _____OOOOO
1_____   1_____
2_____   2_____
3_____   3_____
4_____   4_____
5_____   5_____

_____OOOOO   _____OOOOO
1_____   1_____
2_____   2_____
3_____   3_____
4_____   4_____
5_____   5_____

HEALTH
(Stamina +3)
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WILLPOWER
(Resolve + Composure)
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY
(Starts at 7)
☐☐☐☐☐ ☐☐☐☐☐

HUNGER
☐☐☐☐☐

BLOOD POTENCY
O O O O O   O O O O O

Blood Surge: Mend Amount:

_____   _____

Power Bonus: Rouse Re-Roll:

Feeding Penalty: Hunting:

_____   _____

Resonance: Initiative:

_____   _____
(Composure + Awareness)

TREMERE

OTHER TRAITS

BACKGROUNDS

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ADVANTAGES / DISADVANTAGES

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MERITS

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RITUALS & CEREMONIES

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BIOGRAPHY

True Age:_____ Apparent Age:_____ Date of Birth:_____ Date of Death:_____

Appearance:_____
_____

History:_____
_____
_____
_____
_____

HUNGER ☐☐☐☐☐

0: Immune to non supernaturally induced frenzy.
1: Must drain mortal to Slake to zero hunger.
2: _____
3: Bestial Failures.
4: Messy Criticals
5: Involuntary Rouse check causes Hunger Frenzy check. Difficulty = 4 + # of involuntary Rouse Checks.

CITY STATUS ☐☐☐☐☐

	MONIKER	ACCEPTANCE
1:	_____	_____
2:	_____	_____
3:	_____	_____
4:	_____	_____
5:	_____	_____

Blinded: *No line of sight, phys pools -5*
Distracted/Staggered: *Lose Simple Action*
Frightened: *Must move away from cause*
Grappled: *Speed is 0 until resolved*
Helpless: *Cannot attacked or defend*
Impaired: *-2 to all pools*
Prone: *-2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 step per action*
Weakened: *-1 to physical offensive pools*

OTHER NOTES

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EXPERIENCE

Total:_____
Spent:_____