## CZIMISCE

NAME: CHRONICLE: TITLE: GENERATION: PREDATOR TYPE: COMPULSION:

FACTION:						
+E <sup>*</sup> ) <del>-</del>		———ATTRIB	UTES		• <del>=</del>	
DHV	(Take o <b>SICAL</b>	ne Attributes at 4; three Attributes at 3; SOCI			TAI	
				MENTAL COORD		
Strength OOOOO Charisma		00000	Intelligence OOOOO Wits OOOOO			
	Dexterity OOOOO Manipulation OOOOO Stamina OOOOO Composure OOOOO			Resolve	00000	
Stamma	Stamina 00000		00000	Resolve	00000	
• E)		(Take three Skills at 3; five Skills at	LS-		• <del>€)</del>	
Athletics	00000	Animal Ken_		Academics	00000	
Brawl		Etiquette		Awareness		
	00000	Insight		Finance		
Drive			IntimidationOOOO		00000	
	00000	Leadership 00000		Medicine		
Larceny		Performance		Occult	00000	
Melee	00000	Persuasion		Politics OOC		
Stealth	00000	Streetwise		Science		
Survival	00000	Subterfuge		Technology_		
•E)	00000		00000			
→ ET)+	DISCIP iscipline at 2, one In-Clan Discipline OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis  1 2 3 4 5		Severity:  HEA  (Stan  WILL)  (Resolve +	POWER Compositie  ANITY rts at 7)	
12 34	00000	12 34	00000	□□I BLOOD	NGER  DDD  POTENCY  OOOOO  Mend Amount:	
5	00000	5 1 2 3 4	00000	Power Bonus:  Feeding Penalty:  Resonance:	Rouse Re-Roll: Hunting: Initiative:	
5		5		<u> </u>	(Composure + Awareness)	

## CZIMISCE

<b>◆€}</b> —	OTHER	TRAITS-		<b>→</b>	· +E)-	<b>→</b>
	BACKGROUNDS		.GES / DISADV	ANTAGES	HUNGER	
	000			000	0: Immune to no	n supernaturally
	000			000	induced frenzy	• '
	000			000	1: Must drain mo	ortal to Slake to
7	000			000	zero hunger.	
	000			000	2:	
	000			000	3: Bestial Failures	
	000			000	4: Messy Criticals	
	000			000	5: Involuntary Ro	
	000			000	Hunger Frenzy	
	000			000		+ # of involuntary
	000			000	Rouse Checks.	
	000			000	+E,)+	*E)
	MERITS		FLAWS		_	
	00000			_00000	MONIKER	ACCEPTANCE
	00000			_00000	1:	
	00000			_00000	2:	
	00000			_00000	3:	_
	00000			_00000	4:	_
	00000			_00000	5:	
	00000			_00000	+=	*E
	00000			_00000	~	•
	00000			_00000	Blinded: No line of	
	00000			_00000	Distracted/Stagger	
	00000			_00000	Frightened: Must m	
	00000			_00000	Grappled: Speed is 0	
<b>→</b> €	RITUALS & C	<b>EREMON</b>	IES——	• <del>=</del>	Helpless: Cannot att Impaired: -2 to all po	
					Prone: -2 defend vs. b	
	<del></del>					d is 1 step per action
					Weakened: -1 to phy	
						-
					<b>-∈&gt;</b> ─OTHER	NOTES—
+E)	BIOGR	APHY—		• <del>=</del>		
_	ge: Apparent Age: Dat	e of Birth:	Date of De	eath:		
History	·					
					<b>-€→</b> EXPER	IENCE—C>
				t	Spent:	