## TREMERE

NAME: CHRONICLE: FACTION: TITLE:
GENERATION:

PREDATOR TYPE: COMPULSION:

FACTION:					
•E)•	/T 1	ATTRIB me Attributes at 4; three Attributes at 3;	UTES——	. 1)	• <del>• • • • • • • • • • • • • • • • • • </del>
PHY	SICAL	MENTAL			
Strength	00000	Charisma	00000	Intelligence	00000
Dexterity	00000	Manipulation	00000	Wits	00000
Stamina	00000	Composure	00000	Resolve	00000
• =		SKIL	I S		<del>(</del> =
<i>-</i> 2		(Take three Skills at 3; five Skills of	at 2; and seven Skills at 1)		ų.
	00000	Animal Ken		Academics	00000
	00000	Etiquette		Awareness	
Craft	00000	Insight	00000	Finance	00000
	00000	Intimidation		Investigation	
	00000	Leadership		Medicine	00000
Larceny	00000	Performance		Occult	
Melee	00000	Persuasion		Politics	
Stealth	00000	Streetwise		Science	
	00000	Subterfuge	00000	Technology	00000 
				Severity:	
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(One In Clan D	DISCIP	LINES—at I, and one In Clan Or Out-of-Clan Dis	scipline at 1)	+E)+	· · · · · · · · · · · · · · · · · · ·
(One In Clan D	DISCIP iscipline at 2, one In-Clan Discipline o	LINES  at 1, and one In-Clan or Out-of-Clan Dis	scipline at 1)	HEA (Stamir	LTH na +3)
(One In Clan D	iscipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Dis	scipline at 1)	HEA (Stamin	—————————————————————————————————————
12	iscipline at 2, one In-Clan Discipline	at 1, and one In Clan or Out-of Clan Dis  1 2	scipline at 1)	HEA (Stamir WILLP (Resolve + C	LTH na +3)  OWER Composure)
123	iscipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3	scipline at 1)	HEA (Stamin WILLP (Resolve + (	LTH na +3)  OWER Composure)
1 2 3 4	iscipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3 4	scipline at 1)	HEA (Stamir WILLP (Resolve + C	LTH na +3)  OWER Compostre  ONITY
123	iscipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3	scipline at 1)	HEA (Stamin WILLP (Resolve + C	LTH na +3)  OWER Compostre  ONITY
1 2 3 4	iscipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3 4	scipline at 1)	HEA (Stamin WILLP (Resolve + C HUMA (Starts	LTH na +3)  OWER Composure)  ONITY at 7)  GER
1 2 3 4	iscipline at 2, one In-Clan Discipline a	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3 4	OOOOO	HEA (Stamir WILLP (Resolve + (  HUMA (Starts	LTH na +3)  OWER Composure)  ONITY at 7)  GER
12 34	iscipline at 2, one In-Clan Discipline a	at 1, and one In-Clan or Out-of-Clan Dis  1 2 3 4	OOOOO	HEA (Stamir WILLP (Resolve + ( CONTINUE OF THE OF T	LTH na +3)  OWER Composure)  ONITY  at 7)  GER  OOTENCY
1	iscipline at 2, one In-Clan Discipline a	1	OOOOO	HEA (Stamin WILLP) (Resolve + C Starts  HUMA (Starts  HUN)  BLOOD P O O O O O	LTH na +3) OWER Compostre) ONITY at 7) GER OTENCY O O O O
1	iscipline at 2, one In-Clan Discipline a	1	OOOOO	HEA (Stamir WILLP (Resolve + ( CONTINUE OF THE OF T	LTH na +3)  OWER Composure)  ONITY  at 7)  GER  OTENCY
1	iscipline at 2, one In-Clan Discipline a	1	OOOOO	HEA (Stamin WILLP) (Resolve + C (Starts  HUMA (Starts  HUN)  BLOOD P OOOOO  Blood Surge:	LTH na +3) OWER Compositre) OWITY at 7) GER OTENCY OOOOO Mend Amount:
1	OOOOO  OOOOO	1	OOOOO	HEA (Stamin WILLP) (Resolve + C Starts  HUMA (Starts  HUN)  BLOOD P O O O O O	LTH na +3) OWER Compostre) ONITY at 7) GER OTENCY O O O O
1	iscipline at 2, one In-Clan Discipline a	1	OOOOO	HEA (Stamir WILLP (Resolve + C) (Resolve + C) HUM (Starts HUN) BLOOD P O O O O O Blood Surge: Power Bonus:	LTH    A + 3)   OWER   Composure    OWITY   S at 7)   OWER   Composure    OWER   Composure    OWER
12 34	OOOOO  OOOOO	1	OOOOO	HEA (Stamin WILLP) (Resolve + C (Starts  HUMA (Starts  HUN)  BLOOD P OOOOO  Blood Surge:	LTH na +3) OWER Compositre) OWITY at 7) GER OTENCY OOOOO Mend Amount:
1	OOOOO  OOOOO	1	OOOOO	HEA (Stamir WILLP (Resolve + C (Starts)  WILLP (Resolve + C (Starts)  HUMA (Starts)  HUNC BLOOD P O O O O O Blood Surge:  Power Bonus:  Feeding Penalty:	LTH na +3)  OWER Composure)  NITY at 7)  GER  OTENCY OOOOO  Mend Amount:  Rouse Re-Roll:  Hunting:
1	OOOOO  OOOOO	1	OOOOO	HEA (Stamir WILLP (Resolve + C) (Resolve + C) HUM (Starts HUN) BLOOD P O O O O O Blood Surge: Power Bonus:	LTH    A + 3)   OWER   Composure     OWITY   S at 7)   OWER     OWER   Composure     OWER   C

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Distracted/Staggered: Lose Simple Action Frightened: Must more 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				1 -6 -	• <del>[]</del> •
Distracted/Staggered: Lose Simple Action Frightened: Must more 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		.00000	00000	Blinded: No line of s	sight, phys pools -5
OOOOO RITUALS & CEREMONIES  CEREMONIES  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  True Age: Apparent Age: Date of Birth: Date of Death: Appearance:  History:  CENTRICALS & CEREMONIES  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 to physical offensive pools  CENTRICALS & CEREMONIES  Prone: 2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 to physical offensive pools  CENTRICALS & CEREMONIES  CENTRICALS & CEREMONIES  CENTRICALS & CEREMONIES  CEREMONIES  CENTRICALS & CEREMONIES  CEREMONIES  CENTRICALS & CEREMONIES  CENTRICAL		.00000	00000		
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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		.00000	00000	Grappled: Speed is 0	until resolved
Imparred: 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   Comparison of the prone of the p	DITI	TATE 8- CEDEMO	NIEC	Helpless: Cannot att	acked or defend
ws. range, speed is 1 step per action  Weakened: ·1 to physical offensive pools  → □ OTHER NOTES → □  True Age: Apparent Age: Date of Birth: Date of Death: Appearance: History:  Total:  Total:	NII (	JALS & GEREMO	VIES - Z	Impaired: -2 to all po	pols
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→ SDOGRAPHY STORM Apparent Age: Date of Birth: Date of Death: Appearance: History: Total:					
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