



PLAYER:

NAME:
TITLE:
CHRONICLE:

NATURE:
DEMEANOR:
CLAN:

GENERATION:
SIRE:
CONCEPT:

PHYSICAL

Strength _____ ●○○○○

Dexterity _____ ●○○○○

Stamina _____ ●○○○○

Charisma _____ ●○○○○

Manipulation _____ ●○○○○

Appearance _____ ●○○○○

Perception _____ ●○○○○

Intelligence _____ ●○○○○

Wits _____ ●○○○○

Talents

Alertness	_____	○○○○○
Athletics	_____	○○○○○
Brawl	_____	○○○○○
Dodge	_____	○○○○○
Empathy	_____	○○○○○
Expression	_____	○○○○○
Intimidation	_____	○○○○○
Leadership	_____	○○○○○
Streetwise	_____	○○○○○
Subterfuge	_____	○○○○○

Animal Ken _____	○○○○○
Crafts _____	○○○○○
Drive _____	○○○○○
Etiquette _____	○○○○○
Firearms _____	○○○○○
Melee _____	○○○○○
Performance _____	○○○○○
Security _____	○○○○○
Stealth _____	○○○○○
Survival _____	○○○○○

Academics_____	○○○○○
Computer_____	○○○○○
Finance_____	○○○○○
Investigation_____	○○○○○
Law_____	○○○○○
Linguistics_____	○○○○○
Medicine_____	○○○○○
Occult_____	○○○○○
Politics_____	○○○○○
Science_____	○○○○○

BACKGROUND

[illegible]

Auspex	_____	○○○○○
Dominate	_____	○○○○○
Thaumaturgy*	_____	○○○○○
	_____	○○○○○
	_____	○○○○○
	_____	○○○○○
	_____	○○○○○

Conscience/Conviction_ ●○○○○

Self-Control/Instinct____ ●○○○○

Courage _____ ●○○○○

Humanity/PATR

[illegible]

WILLPOWER

Willpower

BLOOD POOL

HEALTH

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

One Step Toward Clan Blood Bond

TREMERE™

CLAN NAME



PLAYER:

ARMOR: _____

Weapon

Difficulty	Damage	Rate	Range	Clip	Conceal
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Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	See Options

OTHER TRAITS

The path of blood_____ ○○○○○

The lure of flames_____ ○○○○○

Movement of the mind____ ○○○○○

The path of conjuring_____ ○○○○○

Hands of destruction_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

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RITUALS

NAME OF RITUAL

LEVEL

[illegible]

EXPERIENCE

TOTAL:

TOTAL SPENT: _____

Spent on: _____

DERANGEMENTS

[illegible]

BLOOD BONDS/VINCULI

Bound to

RATING

Bound to

RATING

TREMERE™

CLAN NAME

*The first Path power level equals the Thaumaturgy Discipline level – Other Paths must be raised by Experience Points

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PLAYER:



DESCRIPTION

HAVENS

EQUIPMENT (Owned)

Possessions

VERILES

EXPANDED BACKGROUND

Mentors

RESOURCES

RETAINERS

STATUS

OTHER

TREMERE™

CLAN NAME

VAMPIRE

THE MASQUERADE

CLAN SYMBOL

PLAYER:

CORRECT AGE:

APPARENT AGE:

DATE OF BIRTH:

RIP:

RACE:

SEX:

NATIONALITY:

WEIGHT:

HEIGHT:

CHARACTER START:

HAIR:

EYES:

HISTORY

PRELUDE

Notes

Visuals

Coterie Chart

Character Sketch

TREMERE™

CLAN NAME