



# TREMERE™

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

HAVEN:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●0000  
 Dexterity \_\_\_\_\_ ●0000  
 Stamina \_\_\_\_\_ ●0000

### SOCIAL

Charisma \_\_\_\_\_ ●0000  
 Manipulation \_\_\_\_\_ ●0000  
 Appearance \_\_\_\_\_ ●0000

### MENTAL

Perception \_\_\_\_\_ ●0000  
 Intelligence \_\_\_\_\_ ●0000  
 Wits \_\_\_\_\_ ●0000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### DISCIPLINES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### VIRTUES

Conscience/Conviction ●00000  
 Self-Control/Instinct ●00000  
 Courage \_\_\_\_\_ ●00000

### MERITS/FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### HUMANITY/DATH

0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □

### BLOOD POOL

□ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □

### HEALTH

Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

### WEAKNESS

One Step Toward Clan  
 Blood Bond



# TREMERE™

## OTHER TRAITS

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

## RITUALS

| NAME  | LEVEL |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
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| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## EXPERIENCE

TOTAL: \_\_\_\_\_  
 TOTAL Spent: \_\_\_\_\_  
 spent on: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## DERANGEMENTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## BLOOD BONDS/ VINCULI

| BOUND TO | RATING | BOUND TO | RATING |
|----------|--------|----------|--------|
| _____    | _____  | _____    | _____  |
| _____    | _____  | _____    | _____  |
| _____    | _____  | _____    | _____  |

## COMBAT

| WEAPON | DAMAGE | RANGE | RATE | CLIP | CONCEAL |
|--------|--------|-------|------|------|---------|
|        |        |       |      |      |         |
|        |        |       |      |      |         |
|        |        |       |      |      |         |
|        |        |       |      |      |         |
|        |        |       |      |      |         |
|        |        |       |      |      |         |

## ARMOR

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# TREMERE™

## EXPANDED BACKGROUND

ALLIES

MENTOR

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CONTACTS

RESOURCES

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FAME

RETAINERS

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HERD

STATUS

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INFLUENCE

OTHER

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## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

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FEEDING GROUNDS

VEHICLES

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## HAVENS

LOCATION

DESCRIPTION

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TREMERIE™

HISTORY  
PRELUDE

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APPEARANCE

AGE \_\_\_\_\_

APPARENT AGE \_\_\_\_\_

DATE OF BIRTH \_\_\_\_\_

RIP \_\_\_\_\_

HAIR \_\_\_\_\_

EYES \_\_\_\_\_

RACE \_\_\_\_\_

NATIONALITY \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

SEX \_\_\_\_\_

VISUALS

COTERIE CHART

CHARACTER SKETCH

