

# TREMIERE™

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Sire:  
Haven:

## ATTRIBUTES

Physical		Social		Mental	
Strength	●○○○○○○○○	Charisma	●○○○○○○○○	Perception	●○○○○○○○○
Dexterity	●○○○○○○○○	Manipulation	●○○○○○○○○	Intelligence	●○○○○○○○○
Stamina	●○○○○○○○○	Appearance	●○○○○○○○○	Wits	●○○○○○○○○

## ABILITIES

Talents		Skills		Knowledges	
Alertness	○○○○○○○○○○	Animal Ken	○○○○○○○○○○	Academics	○○○○○○○○○○
Athletics	○○○○○○○○○○	Crafts	○○○○○○○○○○	Computer	○○○○○○○○○○
Brawl	○○○○○○○○○○	Drive	○○○○○○○○○○	Finance	○○○○○○○○○○
Dodge	○○○○○○○○○○	Etiquette	○○○○○○○○○○	Investigation	○○○○○○○○○○
Empathy	○○○○○○○○○○	Firearms	○○○○○○○○○○	Law	○○○○○○○○○○
Expression	○○○○○○○○○○	Melee	○○○○○○○○○○	Linguistics	○○○○○○○○○○
Intimidation	○○○○○○○○○○	Performance	○○○○○○○○○○	Medicine	○○○○○○○○○○
Leadership	○○○○○○○○○○	Security	○○○○○○○○○○	Occult	○○○○○○○○○○
Streetwise	○○○○○○○○○○	Stealth	○○○○○○○○○○	Politics	○○○○○○○○○○
Subterfuge	○○○○○○○○○○	Survival	○○○○○○○○○○	Science	○○○○○○○○○○

## ADVANTAGES

Disciplines		Backgrounds		Virtues	
Auspex	○○○○○○○○○○		○○○○○○○○○○	Conscience/Conviction	●○○○○○
Dominate	○○○○○○○○○○		○○○○○○○○○○	Self-Control/Instinct	●○○○○○
Thaumaturgy	○○○○○○○○○○		○○○○○○○○○○	Courage	●○○○○○
	○○○○○○○○○○		○○○○○○○○○○		
	○○○○○○○○○○		○○○○○○○○○○		

**Other Traits**

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**Humanity/Path**

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**Willpower**

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**Blood Pool**

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**Health**

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

**Weakness**

One Step Toward Clan Blood Bond

**Experience**

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# TREMIERE™

## MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### Languages

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### Experience

Total: \_\_\_\_\_

Total Spent: \_\_\_\_\_

Spent on: \_\_\_\_\_

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### Derangements

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## COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### Armor

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\_\_\_\_\_

# TREMIERE™

## EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

OTHER

OTHER

## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

# TREMIERE™

## BOONS

Minor

OWED

Major

Life

OWNED

Minor

Major

Life

## DOMAIN

Location/Size

Description/Notes

