

TREMERE

VAMPIRE: The Masquerade®

Name: Antonio Moreno

Nature: Caregiver

Clan: Tremere

Player: NPC

Demeanor: Survivor

Generation: 10

Chronicle: Anita's World

Concept: Soldier

Haven:

Attributes

Physical

Strength ●●●○○○○○
Dexterity ●●○○○○○○○
Stamina ●●●○○○○○

Social

Charisma ●●○○○○○○○
Manipulation ●●○○○○○○○
Appearance ●●○○○○○○○

Mental

Perception ●●●○○○○○
Intelligence ●●●○○○○○
Wits ●●●○○○○○

Abilities

Talents

Acting ●●●○○○○○
Alertness ●○○○○○○○
Athletics ●○○○○○○○
Brawl ●●●○○○○○
Dodge ●●●○○○○○
Empathy ●○○○○○○○
Intimidation ●●○○○○○
Leadership ●○○○○○○○
Streetwise ●●●○○○○○
Subterfuge ●●○○○○○

Skills

Animal Ken ●●○○○○○
Drive ○○○○○○○○
Etiquette ●●○○○○○
Firearms ●○○○○○○○
Melee ●●●○○○○○
Music ○○○○○○○○
Repair ●○○○○○○○
Security ●●●○○○○○
Stealth ●●●○○○○○
Survival ●●●○○○○○

Knowledges

Bureaucracy ●○○○○○○○
Computer ○○○○○○○○
Finance ●●●○○○○○
Investigation ●●●○○○○○
Law ●○○○○○○○
Linguistics ●●○○○○○
Medicine ●○○○○○○○
Occult ●●●○○○○○
Politics ○○○○○○○○
Science ●●○○○○○

Advantages

Disciplines

Auspex ●○○○○○○○
Dominate ●●●○○○○○
Thaumaturgy ●●●○○○○○
Obfuscate ●●●○○○○○
Protean ●●●○○○○○
○○○○○○○○○
○○○○○○○○○

Backgrounds

Mentor ●○○○○○○○
Status ●●●○○○○○
Contacts ●●●○○○○○
Allies ●●○○○○○
○○○○○○○○○
○○○○○○○○○
○○○○○○○○○

Virtues

Conscience/Callousness ●●●○○○
Self-Control/Instincts ●●●○○○
Courage/Morale ●●●○○○

Other Traits

First Aid ●●○○○○○
Herbalism ●●○○○○○
Masquerade ●●●○○○○○
Chemistry ●●○○○○○
Kindred Lore ●●●○○○○○

Humanity/Path

● ● ● ● ● ● ● ○ ○ ○
Willpower
● ● ● ● ● ● ● ● ○

Health

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

Combat

Weapon	Difficulty	Damage

Blood Pool

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

