

# TELYAVELIC TREMERE

**Name:**

**Nature:**

**Generation:**

**Player:**

**Demeanor:**

**Sire:**

**Chronicle:**

**Concept:**

**Title:**

## Attributes

### Physical

Strength \_\_\_\_\_ 000000000  
 Dexterity \_\_\_\_\_ 000000000  
 Stamina \_\_\_\_\_ 000000000

### Social

Charisma \_\_\_\_\_ 000000000  
 Manipulation \_\_\_\_\_ 000000000  
 Appearance \_\_\_\_\_ 000000000

### Mental

Perception \_\_\_\_\_ 000000000  
 Intelligence \_\_\_\_\_ 000000000  
 Wits \_\_\_\_\_ 000000000

## Abilities

### Talents

Alertness \_\_\_\_\_ 000000000  
 Athletics \_\_\_\_\_ 000000000  
 Awareness \_\_\_\_\_ 000000000  
 Brawl \_\_\_\_\_ 000000000  
 Empathy \_\_\_\_\_ 000000000  
 Expression \_\_\_\_\_ 000000000  
 Intimidation \_\_\_\_\_ 000000000  
 Leadership \_\_\_\_\_ 000000000  
 Streetwise \_\_\_\_\_ 000000000  
 Subterfuge \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### Skills

Animal Ken \_\_\_\_\_ 000000000  
 Crafts \_\_\_\_\_ 000000000  
 Drive \_\_\_\_\_ 000000000  
 Etiquette \_\_\_\_\_ 000000000  
 Firearms \_\_\_\_\_ 000000000  
 Larceny \_\_\_\_\_ 000000000  
 Melee \_\_\_\_\_ 000000000  
 Performance \_\_\_\_\_ 000000000  
 Stealth \_\_\_\_\_ 000000000  
 Survival \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### Knowledges

Academics \_\_\_\_\_ 000000000  
 Computer \_\_\_\_\_ 000000000  
 Finance \_\_\_\_\_ 000000000  
 Investigation \_\_\_\_\_ 000000000  
 Law \_\_\_\_\_ 000000000  
 Medicine \_\_\_\_\_ 000000000  
 Occult \_\_\_\_\_ 000000000  
 Politics \_\_\_\_\_ 000000000  
 Science \_\_\_\_\_ 000000000  
 Technology \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

## Advantages

### Disciplines

\_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### Backgrounds

\_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### Virtues

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

## Humanity/Path

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

0000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

0000000000000  
 □□□□□□□□□□

## Blood Pool

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

Blood Per Turn: \_\_\_\_\_

## Health

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

## Weakness

## Experience

