Telyavelic Tremere

Name: | Nature: | Generation:

Player: | Demeanor: | Sire:

Chronicle: | Concept: | Title:

Attributes

Physical

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

Social

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

Mental

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

Abilities

Talents

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

Skills

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

Knowledges

Academics ○○○○○○○○
Computer ○○○○○○○○
Finance ○○○○○○○○
Investigation ○○○○○○○○
Law ○○○○○○○○
Linguistics ○○○○○○○○
Medicine ○○○○○○○○
Occult ○○○○○○○○
Politics ○○○○○○○○
Science ○○○○○○○○

Advantages

Disciplines

Auspex ○○○○○○○○
Presence ○○○○○○○○
Thaumaturgy ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

Backgrounds

_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
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Virtues

Conscience/Conviction ●○○○○
Self-Control/Instinct ●○○○○
Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Cost

Humanity/Path

_____

○○○○○○○○○○

Willpower

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☐☐☐☐☐☐☐☐☐☐

Bloodpool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Points Per Turn: _____

Health

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

Weakness

Difficulties are 2 higher to resist frenzy when confronted by True Faith

Experience