

# House Petrovnavich

Name:

Virtue:

Specter:

Player:

Vice:

Title:

Chronicle:

Concept:

Sex:

## Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## Skills

### Mental

(+3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

### Social

(-1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

## Disciplines

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

## Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

## Flaws

_____
_____
_____

## Weakness

Arrogant and Demanding, the Petrovnaviches  
 Hate to ask permission or make a case.  
 The 10-again rule does not apply to Presense,  
 Manipulation or Persuasion rolls made to ask,  
 beg, plea or persuade others.

## Other Traits

### Health

00000000000000
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### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

0000000000
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### Vitae

□□□□□□□□□□
□□□□□□□□□□

Vitae Per Turn: \_\_\_\_\_

### Humanity

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size:	_____
Speed:	_____
Defense:	_____
Armor:	_____
Initiative Mod:	_____
Experience:	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • House (+1 bonus Attribute; see p. 105) • Specter • Blood Potency 2 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-house) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 6 • Vitae = d10 roll