

# Gypsies

**Name:**

**Nature:**

**Element:**

**Player:**

**Demeanor:**

**Sex:**

**Chronicle:**

**Family:**

**Concept:**

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

### Skills

### Knowledges

Acting \_\_\_\_\_ 00000  
 Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Music \_\_\_\_\_ 00000  
 Repair \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

Bureaucracy \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## Advantages

### Blood Affinities

### Backgrounds

### Virtues

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000

Conscience \_\_\_\_\_ 00000  
 Self-Control \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### Other Traits

### Humanity

### Health

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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0 0 0 0 0 0 0 0 0 0

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

### Willpower

0 0 0 0 0 0 0 0 0 0

### Blood Purity

0 0 0 0 0

### Experience

