

Sylvie LaRue

Overview

Overview

"We all eventually need to find new soil to plant our roots in."

Quiet, well studied, and gentle. Despite everything, even the smallest seed can grow wild. One just needs to know the right soil and the right fertilizer.

Basics

Basics

Name

Sylvie LaRue

Player

Sandy

Chronicle

Baltimore After Dark

Nature

Conformist

Demeanor

Caregiver

Concept

Flower Child On The Brink

Clan

Tremere

Generation

11th

Sire

?



Attributes

Attributes

Physical
T
Strength
Specialization
11000
Dexterity

10000
Stamina

11100
Social
s
Charisma
Soft Spoken
11110
Manipulation

10000
Appearance

11100
Mental
P
Perception

10000
Intelligence
Book Smart
11111
Wits
Strategic Mind
11110

Abilities

Abilities

Talents

S

Alertness

Specialization

11000

Athletics

00000

Awareness

10000

Brawl

11100

Empathy

11000

Expression

00000

Intimidation

00000

Leadership

10000

Streetwise

00000

Subterfuge

00000

00000

Skills

T

Animal Ken

Specialization

10000
Crafts

00000
Drive

00000
Etiquette

10000
Firearms

00000
Larceny

00000
Melee

00000
Performance

00000
Stealth

00000
Survival

11100

00000
Knowledge
P
Academics
Specialization

11100
Computers

00000
Finance

00000

Investigation

00000

Law

11000

Medicine

11000

Occult

11110

Politics

00000

Science

Botany

11111

Technology

00000

00000

Advantages

Advantages

Disciplines

Thaumaturgy

11110

Auspex

11000

00000

00000

00000

00000
Backgrounds

Generation
11000

Resources
11000

Retainers
11100

00000

00000

00000
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11000
Courage

11111

Humanity/Path
11111 00000
Path
Humanity
Bearing

Willpower
11111 11000
00000 00000
Blood Pool
11111 11111
11000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Quartermaster
Clan
3
Blush of Health
Physical
2
Eidetic Memory
Mental
2
Language (French)

Flaw
Type
Bonus
Bad Sight
Physical

3
Infamous Sire
Social
1
Slow Healing
Physical
3

Rituals & Paths

Rituals & Paths

Ritual
Level
Purity of Flesh
1

Path

The Green Path

11110

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Experience & Derangements

Experience

Total

27

Spent

21

Notes

3 Freebies for Quarter Master

2 Freebies for Eidetic Memory

2 Freebies for Blush

4 Freebies for 2 Science dots

7 Freebies for 1 Thaum dot

1 Freebies for 1 dots in Will

2 Freebies for 1 dot in Occult.

1 Freebie for 1 dot in Retainers

10 xp for Auspex.

5 xp for 1 dot in Auspex

6 xp for 1 dot in Will

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Small florist shop called "Late Bloomers"

Retainers

Two part time employees to tend the plants.

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Credit card, purse, ID, keys, phone

Feeding Grounds

Havens

Equipment (Owned)

Shop, laptop, library card

Vehicles

A toyota corolla VE (Used)

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Clan Tremere

1

Bound To

Rating

Description

Description

Age
25
Apparent Age
23
D.O.B.
December 1st, 1998
R.I.P.
January 20th, 2023
Hair
Brown
Eyes
Brown
Race
White
Nationality
American, family is french
Height
5'6
Build
Slim
Gender
Female
Face Claim

History

History

Life before the embrace was boring for Sylvie. Her parents were a middle class couple from Brest who moved to the United States when she was very young. They made a steady life working as professors but passed away before Sylvie turned 20. Their life insurance wasn't vast but it helped keeping her above water until her sponsorship got her into college. She used a chunk the money she had to buy a nice little shop and used it to help with her college life. Her life didn't really make a very interesting turn until she was embraced by a professor. He had said something about why but it didn't matter because he didn't stick around. Suddenly her boring college life was flipped and she was brought into the Chantry. Her sire's reputation still hangs over her but she's earned her place and has kept a nice

little space for herself at her shop.

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