

# The Bereaved

Name: \_\_\_\_\_  
 Geist: \_\_\_\_\_ Concept: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_  
 Root: \_\_\_\_\_ Krewes: \_\_\_\_\_  
 Bloom: \_\_\_\_\_ Krewes Archetype: \_\_\_\_\_

## 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
- Computer \_\_\_\_\_ 00000
- Crafts \_\_\_\_\_ 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

## Other Traits

### MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### KEYS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### HAUNTS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### HEALTH

- 00000000000000
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### WILLPOWER

- 0000000000
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### PLASM

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### SYNERGY

- 10 \_\_\_\_\_ 0
- 9 \_\_\_\_\_ 0
- 8 \_\_\_\_\_ 0
- 7 \_\_\_\_\_ 0
- 6 \_\_\_\_\_ 0
- 5 \_\_\_\_\_ 0
- 4 \_\_\_\_\_ 0
- 3 \_\_\_\_\_ 0
- 2 \_\_\_\_\_ 0
- 1 \_\_\_\_\_ 0

### REMEMBERANCE TRAITS

- \_\_\_\_\_
- \_\_\_\_\_

### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

# The Bereaved

## Other Traits

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

## Mementos

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Key: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Ceremonies

Name	Rating	Dice Pool	Book/Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

# The Bereaved

## Safe Places

Location	Description

## Expanded Merits

### ALLIES

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### MENTOR

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### CONTACTS

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### RESOURCES

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### FAME

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### RETAINER

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### OTHER ( )

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### OTHER ( )

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## Equipment

Item	Durability	Structure	Size	Cost

## Combat

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

The

Concept

# Bereaved

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## History

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## Description

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

First Death: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

**KREWE CHART**

**CHARACTER SKETCH**

