

REQUIEM FOR ROME

Name: _____
 Virtue: _____
 Vice: _____
 Concept: _____

Clan: _____
 Bloodline: _____
 Wing: _____
 Chronicle: _____

ATTRIBUTES

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

SKILLS — OTHER TRAITS

MENTAL (-3 UNSKILLED)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Religion	00000
Warfare	00000

PHYSICAL (-1 UNSKILLED)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Ride	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

HEALTH

000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

INFLUENCE

0000000000
□□□□□□□□□□

BLOOD POTENCY

0000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

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: _____
 Integrity: _____
 Initiative Mod: _____
 Experience: _____

REQUIEM FOR ROME

AGENT

Name: _____
 Virtue: _____
 Vice: _____

ATTRIBUTES

Intelligence _____ 00000
 Wits _____ 00000
 Resolve _____ 00000
 Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000
 Presence _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000

SKILLS

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

DISCIPLINES

_____ 00000
 _____ 00000

HEALTH

000000000000
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

VITAE

□□□□□□□□□□

HUMANITY

0000000000

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

ASSETS

Skill	Asset	Rating	Protection	Loyalty
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT

Weapon/Attack	Dice Mod.	Range	Ammo	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

RITUALS

Name	Level	
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DEVOTIONS

REQUIEM FOR ROME

EXPANDED MERITS

ALLIES

CONTACTS

HERD

MENTOR

PATRON

RESOURCES

STATUS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

MISC.

HAVEN

LOCATION

DESCRIPTION
