

# REQUIEM FOR ROME

Name: \_\_\_\_\_  
 Virtue: \_\_\_\_\_  
 Vice: \_\_\_\_\_  
 Concept: \_\_\_\_\_

Clan: \_\_\_\_\_  
 Bloodline: \_\_\_\_\_  
 Wing: \_\_\_\_\_  
 Experience: \_\_\_\_\_

## 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
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

_____
_____

### WILLPOWER

0000000000
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### BLOOD POTENCY

0000000000
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### VITAE

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### HUMANITY

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### HEALTH

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Size: \_\_\_\_\_

Speed: \_\_\_\_\_

Defense: \_\_\_\_\_

Armor: \_\_\_\_\_

Integrity: \_\_\_\_\_

Initiative Mod: \_\_\_\_\_

### NERVE

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□□□□□□□□□□

Guile: \_\_\_\_\_

Dominance: \_\_\_\_\_

The Edge:

### GREY MATTER

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Aptitude: \_\_\_\_\_

Acumen: \_\_\_\_\_

# REQUIEM FOR ROME

## OTHER TRAITS

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

## DEVOTIONS

Name: _____	Cost: _____	Name: _____	Cost: _____
Disciplines: _____		Disciplines: _____	

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

## RITUALS

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

## COMBAT

Weapon/Attack	Damage	Range	Ammo	Size	Strength	Cost

Armor

Rating: \_\_\_\_\_  
Strength: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Description: \_\_\_\_\_

# REQUIEM FOR ROME

## EXPANDED MERITS

ALLIES

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CONTACTS

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HERD

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MENTOR

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PATRON

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RESOURCES

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STATUS

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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FEEDING GROUNDS

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MISC.

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## HAVEN

LOCATION

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DESCRIPTION

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# REQUIEM FOR ROME

## HISTORY

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## DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
R.I.P.:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

## VISUALS

COTERIE CHART

CHARACTER SKETCH

