

VICTORIAN AGE REQUIEM

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Clan:
 Bloodline:
 Covenant:

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 |
| Industry | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |

Physical (-1 unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Firearms | 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 |
| _____ | 00000 |
| _____ | 00000 |

Merits

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Flaws

| |
|-------|
| _____ |
| _____ |
| _____ |

Weakness

| |
|-------|
| _____ |
| _____ |
| _____ |

Health

| |
|----------------|
| 00000000000000 |
| □□□□□□□□□□□□ |

Willpower

| |
|------------|
| 0000000000 |
| □□□□□□□□□□ |

Blood Potency

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|------------|
| 0000000000 |
|------------|

Vitae

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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: _____
 Initiative Mod: _____
 Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll

