

# 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

### Flaws

_____
_____
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### Weakness

_____
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### Health

00000000000000  
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### Willpower

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### Blood Potency

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### 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



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## OTHER TRAITS

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

## DEVOTIONS

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

## RITUALS

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

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

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

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



# VICTORIAN AGE REQUIEM

## EXPANDED MERITS

Allies

Mentor

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Contacts

Resources

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Fame

Retainers

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Herd

Status

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Other(\_\_\_\_\_)

Other(\_\_\_\_\_)

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## POSSESSIONS

Gear(Carried)

Equipment(Owned)

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Feeding Grounds

Vehicles

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## VINCULUM

Bound To

Stage

Bound To

Stage

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## HAVEN

Location

Description

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# VICTORIAN AGE REQUIEM

## HISTORY

Prelude

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Goals

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## DESCRIPTION

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

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## VISUALS

Coterie Chart

Character Sketch

