

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
Enigmas	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

Physical (-1 unskilled)

Athletics	00000
Firearms	00000
Fisticuffs	00000
Larceny	00000
Ride	00000
Stealth	00000
Survival	00000
Weaponry	00000

Social (-1 unskilled)

Animal Ken	00000
Empathy	00000
Etiquette	00000
Expression	00000
Intimidation	00000
Persuasion	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

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: _____
 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



VICTORIAN AGE REQUIEM

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

Contacts

Resources

Fame

Retainers

Herd

Status

Other(_____)

Other(_____)

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

Location

Description



VICTORIAN AGE REQUIEM

HISTORY

Prelude

Goals

DESCRIPTION

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

VISUALS

Coterie Chart

Character Sketch

