

# Reap the Whirlwind

NAME:  
 PLAYER:  
 CHRONICLE:

MASK:  
 DIRGE:  
 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

### MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	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

## OTHER TRAITS

### DISCIPLINES

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

### MERITS

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

### ASPIRATIONS

_____
_____
_____

### BANES

_____
_____
_____

### HEALTH

0000000000000000  
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### WILLPOWER

0000000000  
 □□□□□□□□□□

### BLOOD POTENCY

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: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan)  
 Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred  
 Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity  
 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# _____
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## rites / miracles

Name _____ Level _____ _____ _____ _____ _____	Name _____ Level _____ _____ _____ _____ _____
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## COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

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



# Reap the Whirlwind

## EXPANDED MERITS

ALLIES

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RESOURCES

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CONTACTS

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RETAINER

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HERD

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STATUS

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MENTOR

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

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC

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## VINCULUM

Bound To

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Stage

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Bound To

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Stage

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## HAVEN

LOCATION

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DESCRIPTION

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# Reap the Whirlwind

## HISTORY

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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: _____	_____

## VISUALS

COTERIE CHART

CHARACTER SKETCH

