

REQUIEM FOR ROME

NAME: _____

CLAN: _____

CONCEPT: _____

WING: _____

VIRTUE: _____

COTERIE: _____

PLAYER: _____

VICE: _____

CHRONICLE: _____

ATTRIBUTES

POWER	INTELLIGENCE ●○○○○	STRENGTH ●○○○○	PRESENCE ●○○○○
FINESSE	WITS ●○○○○	DEXTERITY ●○○○○	MANIPULATION ●○○○○
RESISTANCE	RESOLVE ●○○○○	STAMINA ●○○○○	COMPOSURE ●○○○○

MENTAL

(-3 UNSKILLED)

ACADEMICS	_____	○○○○○
CRAFTS	_____	○○○○○
INVESTIGATION	_____	○○○○○
MEDICINE	_____	○○○○○
OCCULT	_____	○○○○○
POLITICS	_____	○○○○○
RELIGION	_____	○○○○○
WARFARE	_____	○○○○○

PHYSICAL

(-1 UNSKILLED)

ARCHERY	_____	○○○○○
ATHLETICS	_____	○○○○○
BRAWL	_____	○○○○○
LARCENY	_____	○○○○○
RIDE	_____	○○○○○
STEALTH	_____	○○○○○
SURVIVAL	_____	○○○○○
WEAPONRY	_____	○○○○○

SOCIAL

(-1 UNSKILLED)

ANIMAL KEN	_____	○○○○○
EMPATHY	_____	○○○○○
EXPRESSION	_____	○○○○○
INTIMIDATION	_____	○○○○○
PERSUASION	_____	○○○○○
SOCIALIZE	_____	○○○○○
STREETWISE	_____	○○○○○
SUBTERFUGE	_____	○○○○○

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

DISCIPLINES

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

SIZE	_____
DEFENSE	_____
ARMOR	_____
INTEGRITY	_____
INITIATIVE MOD	_____
SPEED	_____
EXPERIENCE	_____

HEALTH

○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○○○
□□□□□□□□□□

VITAE

PER TURN _____
□□□□□□□□□□
□□□□□□□□□□

BLOOD POTENCY

○○○○○○○○○○○○○○

HUMANITY

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

EQUIPMENT

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 clan Attribute bonus) • Wing • 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 • Starting Vitae = d10 roll