

# Requiem Character Worksheet

**First, envision your character:** what did you do when you were alive, how did you react to becoming a vampire, and what is your motivation and approach to your life? Vampires keep two lives: a public life in the human world, and a secret life in the Danse Macabre: the hidden world of vampires. That is your **Concept**. List three *story goals* for your character. These are **Aspirations**. They are your goals as a *player* – they may be obstacles or tragic outcomes.

**Vampires are supernatural:** Their desires and passions are heightened, their flaws manifest as magical curses. Metaphor becomes literal. When created, they are in one of five different families that represent iconic vampire concepts:

**Daeva:** Hungry, passionate, seductive. The ones you'd die for, finding horrific beauty and celebrating the night.

**Gangrel:** Primal, hardy, feral. The ones you can't kill. Tied to nature, either animals or the beast within.

**Mekhet:** Quiet, cunning, knowing. The ones watching you sleep, keeping secrets, and hidden in shadows.

**Nosferatu:** Unsettling, mysterious, fearsome. The ones you fear. Monsters of legend and lonely demons.

**Ventrue:** Unflappable, domineering, confident Lords of the Night. They control humans and vampires alike.

**Vampires are social:** Living forever results in certain requirements to stay sane and balanced. A Touchstone is required, and being part of a Covenant is optional.

**A Touchstone is some essentially human attachment** that keeps your character connected to their human side and functional. List a person, group or other human facet.

**Covenants are groups of vampires** who take a similar approach to life after death; a combination of political party and support group. Political, philosophical or religious, they work together, and often against other groups. *You do not have to pick one now; you may join one as part of your story.*

**The Carthian Movement** uses human technology and human innovation. They experiment with government and social movements with supernaturally powered laws. They often oppose the Invictus.

**The Circle of the Crone** are a pagan cult that worships gods and goddesses and gain great power from their bloody rituals. They often oppose the Lancea Sanctum.

**The Invictus** safeguard the Masquerade with old world tradition, high-tech intelligence, and supernatural blood contracts. They often oppose the Carthian Movement.

**The Lancea Sanctum** are the twisted church of the Kindred, the monsters of God's Plan, tempting the righteous and tormenting sinners. They keep records and call down miracles. They often oppose the Circle of the Crone.

**The Ordo Dracul** research vampirism to alter themselves to reach monstrous transcendence. A cult of mad scientists, they work with and against other covenants.

**Welcome!** Read the column to the right to learn how to fill out the left side. If you have questions, please ask!

Player Name: \_\_\_\_\_

Account Name (or "New"): \_\_\_\_\_

Email: \_\_\_\_\_

Character Name: \_\_\_\_\_

Concept: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Three goals (Aspirations) for this character:

1) \_\_\_\_\_

2) \_\_\_\_\_

3) \_\_\_\_\_

Clan: \_\_\_\_\_

Bloodlines are optional family lines. If you choose one, add it above.

Touchstone: \_\_\_\_\_

Covenant (or "None"): \_\_\_\_\_

**If you are a new player, you may choose to stop here. The reverse side adds details you will eventually need.**

## Using Dots

On the next page, we will be using "dots." These represent how good your character is at something. They all run from zero to five. For instance, a character who knows nothing about science might have zero dots:

Science \_\_\_\_\_ ○○○○○

This means they will have serious difficulty doing things related to science. However, having even just one dot means they have a much better chance.

Science \_\_\_\_\_ ●○○○○

A great scientist might have three or four dots.

Science \_\_\_\_\_ ●●●○○

When game ends, please turn in this sheet. It will be entered into the player database and printed nicely for next game.

At the end of game, list 3 people *you* think made game better:

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# Start on other side!

Attributes represent core facets of your character, split into three categories: **Mental, Physical, and Social**. Your first dot is free. In the category your character is best at, you are going to fill in an additional 5 dots. In the second category, fill in 4 dots, and in the last category, only 3 dots.

These dots are spread out through the same column, but you can choose where to put them. For instance, if your character is primarily physical, you'd place a number of dots into Strength, Dexterity, and Stamina that added together total five (not counting the free first dot each already has).

You also get **one** extra dot according to Clan:

- Daeva:** Dexterity *or* Manipulation
- Gangrel:** Composure *or* Stamina
- Mekhet:** Intelligence *or* Wits
- Nosferatu:** Composure *or* Strength
- Ventrue:** Presence *or* Resolve

**Skills are the things your character is good at.** Like you did with Attributes, prioritize Mental/Physical/Social. The primary gets 11 dots, the second 7, and the last 4 dots.

Skills of four or five dots may require approval by the Storyteller. You will need to justify why your character would be so exceptionally skilled (often with your concept).

**Disciplines are the strange powers of the blood** that vampires use to control the world. Add three dots of Disciplines. Two must be from your Clan's disciplines (listed below). The third may be any from the list below, or may be used for Blood Sorcery (see a staff member about Sorcery).

- Daeva:** Celerity, Majesty, Vigor
- Gangrel:** Animalism, Protean, Resilience
- Mekhet:** Auspex, Celerity, Obfuscate
- Nosferatu:** Nightmare, Obfuscate, Vigor
- Ventrue:** Animalism, Dominate, Resilience

## List of Disciplines

- Animalism:** Control beasts, animal and vampiric beasts.
- Auspex:** Sight beyond sight; supernatural perception.
- Celerity:** Inhuman speed.
- Dominate:** The ability to control the minds of others.
- Majesty:** The power to sway emotions to you.
- Nightmare:** The power to induce terror.
- Obfuscate:** Powers of invisibility and distraction.
- Protean:** The power to change shape.
- Resilience:** Immense toughness.
- Vigor:** Impossible strength.

## You can now begin play, or finish:

(These next items require using the books as reference)

**Merits flesh out your character and make it unique.**

You have ten dots of Merits. You can give up five of them to start as a more powerful vampire.

**Skill Specialties** – Pick three, write on the Skill line.

**Mask/Dirge** – Select from the book or describe how your character acts among humans, and the monster they are.

These dots help *guide* conflict resolution - our collaborative goal is creating an engaging story with your character.

	MENTAL	PHYSICAL	SOCIAL
Power	Intelligence ● ○ ○ ○ ○	Strength ● ○ ○ ○ ○	Presence ● ○ ○ ○ ○
Finesse	Wits ● ○ ○ ○ ○	Dexterity ● ○ ○ ○ ○	Manipulation ● ○ ○ ○ ○
Resist	Resolve ● ○ ○ ○ ○	Stamina ● ○ ○ ○ ○	Composure ● ○ ○ ○ ○

### MENTAL SKILLS (-3 unskilled)

- Academics \_\_\_\_\_ ○ ○ ○ ○ ○
- Computer \_\_\_\_\_ ○ ○ ○ ○ ○
- Crafts \_\_\_\_\_ ○ ○ ○ ○ ○
- Investigation \_\_\_\_\_ ○ ○ ○ ○ ○
- Medicine \_\_\_\_\_ ○ ○ ○ ○ ○
- Occult \_\_\_\_\_ ○ ○ ○ ○ ○
- Politics \_\_\_\_\_ ○ ○ ○ ○ ○
- Science \_\_\_\_\_ ○ ○ ○ ○ ○

### PHYSICAL SKILLS (-1 unskilled)

- Athletics \_\_\_\_\_ ○ ○ ○ ○ ○
- Brawl \_\_\_\_\_ ○ ○ ○ ○ ○
- Drive \_\_\_\_\_ ○ ○ ○ ○ ○
- Firearms \_\_\_\_\_ ○ ○ ○ ○ ○
- Larceny \_\_\_\_\_ ○ ○ ○ ○ ○
- Stealth \_\_\_\_\_ ○ ○ ○ ○ ○
- Survival \_\_\_\_\_ ○ ○ ○ ○ ○
- Weaponry \_\_\_\_\_ ○ ○ ○ ○ ○

### SOCIAL SKILLS (-1 unskilled)

- Animal Ken \_\_\_\_\_ ○ ○ ○ ○ ○
- Empathy \_\_\_\_\_ ○ ○ ○ ○ ○
- Expression \_\_\_\_\_ ○ ○ ○ ○ ○
- Intimidation \_\_\_\_\_ ○ ○ ○ ○ ○
- Persuasion \_\_\_\_\_ ○ ○ ○ ○ ○
- Socialize \_\_\_\_\_ ○ ○ ○ ○ ○
- Streetwise \_\_\_\_\_ ○ ○ ○ ○ ○
- Subterfuge \_\_\_\_\_ ○ ○ ○ ○ ○

### DISCIPLINES (Supernatural Powers)

- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○

### MERITS (Character Details)

- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○
- \_\_\_\_\_ ○ ○ ○ ○ ○

Mask (who you are as a person) \_\_\_\_\_  
Dirge (who you are as a vampire) \_\_\_\_\_

Total	< 7	8-10	11-13	14-16	17-19	20+
Success	Fail	1	2	3	4	5*

Usually Attribute + Skill + Card. **10s** add, then shuffle and draw again. **Ace** is fail, then shuffle and redraw: draw Ace twice is Dramatic failure.