

# Vampire

THE REQUIEM

Name: \_\_\_\_\_ Clan: \_\_\_\_\_ Bloodline: \_\_\_\_\_  
Player: \_\_\_\_\_ Covenant: \_\_\_\_\_ Chronicle: \_\_\_\_\_  
Concept: \_\_\_\_\_ XP: \_\_\_\_\_  
Origin Path: \_\_\_\_\_ 00000  
Role Path: \_\_\_\_\_ 00000  
Society Path: \_\_\_\_\_ 00000  
Other Path: \_\_\_\_\_ 00000

<b>SKILLS</b>	<b>SPECIALTIES</b>	<b>EDGES (MERITS)</b>
<input type="checkbox"/> Aim _____ 00000	_____	_____ 00000
<input type="checkbox"/> Athletics _____ 00000	_____	_____ 00000
<input type="checkbox"/> Close Combat _____ 00000	_____	_____ 00000
<input type="checkbox"/> Command _____ 00000	_____	_____ 00000
<input type="checkbox"/> Culture _____ 00000	_____	_____ 00000
<input type="checkbox"/> Empathy _____ 00000	_____	_____ 00000
<input type="checkbox"/> Enigmas _____ 00000	_____	_____ 00000
<input type="checkbox"/> Humanities _____ 00000	_____	_____ 00000
<input type="checkbox"/> Integrity _____ 00000	_____	_____ 00000
<input type="checkbox"/> Larceny _____ 00000	_____	_____ 00000
<input type="checkbox"/> Medicine _____ 00000	_____	_____ 00000
<input type="checkbox"/> Persuasion _____ 00000	_____	_____ 00000
<input type="checkbox"/> Pilot _____ 00000	_____	_____ 00000
<input type="checkbox"/> Science _____ 00000	_____	_____ 00000
<input type="checkbox"/> Survival _____ 00000	_____	_____ 00000
<input type="checkbox"/> Technology _____ 00000	_____	_____ 00000

**SKILL TRICKS**

**ATTRIBUTES**

APPROACH	MENTAL		PHYSICAL		SOCIAL	
<input type="checkbox"/> Force	Intellect	00000	Might	00000	Presence	00000
<input type="checkbox"/> Finesse	Cunning	00000	Dexterity	00000	Manipulation	00000
<input type="checkbox"/> Resilience	Resolve	00000	Stamina	00000	Composure	00000

**DEFENSE**      **WILLPOWER**      **BLOOD POTENCY**

Defense _____	00000 00000	00000 00000
Defense Pool _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Blood Dice: _____
Soft Armor _____	Momentum: _____	Blood Sympathy: _____
Initiative _____		
Movement _____		
Note: _____		

**INJURY**

<input type="checkbox"/> Bruised _____ +1
<input type="checkbox"/> Bruised _____ +1
<input type="checkbox"/> Injured _____ +2
<input type="checkbox"/> Injured _____ +2
<input type="checkbox"/> Maimed _____ +4
Taken Out _____

**HUMANITY**

00000 00000
Detachment: _____
Touchstones: _____
_____
_____
Frenzy: _____

**VITAE**

Max Vitae Pool: _____
Vitae Per Round: _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Hungry    Starving





# Vampire

THE REQUIEM

## VAMPIE GIFTS

### Kindred Endurance (Edges)

- Tough Cookie TC 60 (Soft 1)
- Endurance TC 66 (Bruised 1)

### Blush of Life (VTR90)

- 1 Vitae/Scene

### Kindred Senses (VTR90)

- Heartbeats 3m/BP (Close)
- Smell blood 10m/(BP + Auspex)(Short)
- Enhancement = Blood Dice, if applicable
- Ranges x2 (Acute Sense Merit)

### Physical Intensity (VTR91)

- 1 Physical Arena
- +1e Scale / 1 Vitae (SP)
- 1 turn

### Healing (VTR91)

- 1 Vitae / Injury Rating (0=1)
- Aggravated costs double

### Cleansing (VTR91)

- Spontaneously heal during daysleep
- Preserve wound ( 1 Willpower )

### Predatory Aura (VTR91)

- Lashing Out = Action
- Aspects of the Beast
  - Monstrous = Might
  - Competitive = Intellect
  - Seductive = Presence
- Skill + Force Approach
- Enhancement = Blood Dice
- Fight, Flight, Condition

### Embrace (VTR93)

- Drain the subject
- 1 Vitae, 1 Willpower
- Breaking Point & Detachment
- Approximately 24 hours

### Feeding (VTR94)

- The Assault (Combat & Grapple)
- The Kiss (Subtle Skills & Social)
- Complications
- Blood Supply (Mortal, Cold, Animal, Vitae, Other)

### Daysleep & Waking (VTR98)

- Spend 1 Vitae each time you wake
- Resist Daysleep = Integrity + Stamina or Resolve
- Waking Early = Integrity + Resolve or Composure
- Remaining Awake
- Lethargic Condition

### Blood Sympathy (VTR98)

- Cunning + Blood Dice
- +0c Once removed (global)
- +1c Twice removed (continent)
- +2c Thrice removed (city)
- +2c Four times removes ( 1 mile)
- Automatically or blood dice, Willpower

### Vitae Addiction (VTR99)

- Integrity + Resolve or Composure
- 1c per 2 Vitae

### Blood Bonds (1 Vitae) (VTR99)

- 1st Stage +1e/1c
- 2nd Stage +1e/2c
- 3rd Stage +2e/3c

### Chouls (VTR100)

- 1 Vitae, 1 Willpower
- Breaking Point & Detachment

### Diablerie (VTR101)

- Drain the subject
- Drinking the Hearts Blood
- Consuming the Soul (1 Willpower)
- Might + Resolve (Vigor as Enhancement)
- Successes equal targets Blood Potency
- Breaking Point & Detachment

## VAMPIRE CURSES

### Sunlight (VTR101)

- Blood Potency = Continuous (variable)
- Deadly
- Humanity = Lethal or Aggravated

### Fire (VTR102)

- Continuous (round)
- Deadly
- Aggravated

### Clan Bane (VTR103)

### Frenzy (VTR103)

- Triggers & Complications
- Integrity + Resolve or Composure

### Torpor (VTR105)

- Spontaneously Heal Wounds
- Humanity Chart x Blood Potency
- Torpor by Stake
- No Waking Vitae Spend

### Humanity & Detachment (VTR106)

- Social Complications
- Breaking Points
- Detachment
- Integrity + Resolve or Composure
- Conditions & Banes





## BACKSTORY

### THE MORTAL SHELL

*Who you were as a mortal, the person before the vampire.*

*This could revolve around your origin path, training, career, family, or friends for example.*

*This could even be a significant event that lead you away from your origin path.*

### THE TURNING

*This revolves around becoming kindred and gives an opportunity to answer the question how your character died and why your clan selected you.*

*This allows you to meet your sire and understand your place in your clan bloodline.*

*It is most common for your vampire clan to be your role path and the focus of this path.*

### THE PRESENTATION

*This represents your character's presentation to the prince or elder authority by you and your sire.*

*This gives an opportunity for you to impress the prince your clan, your sire and the gathered members of the court.*

*The minimum expectations are for you to know your name and bloodline, as well as the Traditions, anything else is a bonus.*

### THE DEAD AFTERLIFE

*This most likely focus on your society path or vampire covenant.*

*This is an opportunity to meet and understand the covenant hierarchy and your position in it.*

*This is also an opportunity to use any of the special features of your covenant like coils, oaths, or blood sorcery.*