

Vampire

THE REQUIEM

Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Clan: _____

Bloodline: _____

Covenant: _____

Attributes

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | ●0000 | Strength | ●0000 | Presence | ●0000 |
| FINESSE | Wits | ●0000 | Dexterity | ●0000 | Manipulation | ●0000 |
| RESISTANCE | Resolve | ●0000 | Stamina | ●0000 | Composure | ●0000 |

Skills

Mental

(-3 Unskilled)

| | |
|---------------|-------|
| Academics | 00000 |
| Crafts | 00000 |
| Computer | 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 |

Disciplines

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Merits

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Flaws

| | |
|-------|--|
| _____ | |
| _____ | |
| _____ | |
| _____ | |
| _____ | |
| _____ | |

Clan Weakness

| | |
|-------|--|
| _____ | |
| _____ | |
| _____ | |

Other Traits

Health

000000000000

Willpower

0000000000

Blood Potency

●0000000000

Vitae

Vitae Per Turn: _____

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