

Vampire

THE REQUIEM

Name:

Virtue:

Clan:

Player:

Vice:

Bloodline:

Chronicle:

Concept:

Covenant:

Attributes

POWER	Intelligence	OOOOOOOOOO	Strength	OOOOOOOOOO	Presence	OOOOOOOOOO
FINESSE	Wits	OOOOOOOOOO	Dexterity	OOOOOOOOOO	Manipulation	OOOOOOOOOO
RESISTANCE	Resolve	OOOOOOOOOO	Stamina	OOOOOOOOOO	Composure	OOOOOOOOOO

Skills

Other Traits

Mental

(-3 Unskilled)

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

Disciplines

_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO

Health

□□□□□□□□□□□□□□□□
□□□□□□□□□□□□□□□□

Willpower

Max	Remaining
_____	_____
<i>Blood Potency</i>	
OOOOOOOOOO	

Physical

(-1 Unskilled)

Athletics	OOOOOOOOOO
Brawl	OOOOOOOOOO
Drive	OOOOOOOOOO
Firearms	OOOOOOOOOO
Larceny	OOOOOOOOOO
Stealth	OOOOOOOOOO
Survival	OOOOOOOOOO
Weaponry	OOOOOOOOOO

Merits

_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO

Vitae

Max	Remaining
_____	_____
<i>Humanity</i>	
10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Social

(-1 Unskilled)

Animal Ken	OOOOOOOOOO
Empathy	OOOOOOOOOO
Expression	OOOOOOOOOO
Intimidation	OOOOOOOOOO
Persuasion	OOOOOOOOOO
Socialize	OOOOOOOOOO
Streetwise	OOOOOOOOOO
Subterfuge	OOOOOOOOOO

Flaws

Clan Weakness

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