

# 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

## Other Traits

### Disciplines

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

### Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

### Flaws

_____	
_____	
_____	
_____	
_____	
_____	

### Clan Weakness

_____	
_____	
_____	

### Health

000000000000
□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

●0000000000
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### 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

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## Other Traits

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

## Devotions

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

## Rituals

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

### Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_

#### Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2  
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp

# Vampire

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## Expanded Merits

*Allies*

*Resources*

*Contacts*

*Retainers*

*Herd*

*Status*

*Mentor*

*Other (\_\_\_\_\_)*

## Possessions

*Gear (Carried)*

*Equipment (Owned)*

*Vehicles*

*Misc.*

## Vinculum

*Bound To*

*Stage*

*Bound To*

*Stage*

*Location*

*Haven  
Description*

