

Vampire

THE REQUIEM

Name:

Virtue:

Clan:

Player:

Vice:

Bloodline:

Chronicle:

Concept:

Covenant:

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

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
_____	00000
_____	00000

Merits

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

Flaws

Clan Weakness

Other Traits

Health

00000000000000
□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Influence

0000000000
□□□□□□□□□□

Blood Potency

0000000000

Vitae

□□□□□□□□□□
□□□□□□□□□□

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:	_____
Integrity:	_____		
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 • Influence 2 • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Integrity = Lowest of Wits or Composure Starting Humanity = 7 • Vitae = d10 roll

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Agent

Name: _____
 Virtue: _____
 Vice: _____

Attributes

Intelligence _____ 00000
 Wits _____ 00000
 Resolve _____ 00000
 Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000
 Presence _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000

Skills

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

Disciplines

_____ 00000
 _____ 00000

Health

000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Vice

□□□□□□□□□□

Humanity

0000000000

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Integrity: _____
 Initiative Mod: _____

Assets

Skill	Asset	Rating	Protection	Loyalty
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
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_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>

Combat

Weapon/Attack	Dice Mod.	Range	Slip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Rituals

Devotions

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

Experience Chart:
 Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crucac 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 • Influence: 10xp

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Other Traits

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

Expanded Merits

Allies

Resources

_____	_____
_____	_____
_____	_____

Contacts

Retainers

_____	_____
_____	_____
_____	_____

Herd

Status

_____	_____
_____	_____
_____	_____

Mentor

Other (_____)

_____	_____
_____	_____
_____	_____

Possessions

Gear (Carried)

Equipment (Owned)

_____	_____
_____	_____
_____	_____
_____	_____

Vehicles

Misc.

_____	_____
_____	_____

Haven

Description

Location

_____	_____
_____	_____
_____	_____
_____	_____

History

Goals

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Color Chart

Character Sketch

