

# Vampire

THE REQUIEM

Name: \_\_\_\_\_

Player: \_\_\_\_\_

Chronicle: \_\_\_\_\_

Virtue: \_\_\_\_\_

Vice: \_\_\_\_\_

Concept: \_\_\_\_\_

Clan: \_\_\_\_\_

Bloodline: \_\_\_\_\_

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

## Merits

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

## Flaws

_____	
_____	
_____	
_____	
_____	

## Clan Weakness

_____	
_____	
_____	

## Other Traits

### Health

00000000000000
□□□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Influence

0000000000
□□□□□□□□□□

### Blood Potency

0000000000
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### 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

# Vampire

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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

00000000000000  
 □□□□□□□□□□□□

## 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"/>
_____	_____	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"/>
_____	_____	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	
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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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*

_____	_____
_____	_____
_____	_____
_____	_____

# Vampire

THE REQUIEM

## History

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## Goals

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## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

*Color Chart*

*Character Sketch*

