

Vampire

THE REQUIEM

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

CLAN:
 BLOODLINE:
 COVENANT:

ATTRIBUTES

power	INTELLIGENCE 0000000000	STRENGTH 0000000000	PRESENCE 0000000000
finesse	WITS 0000000000	DEXTERITY 0000000000	MANIPULATION 0000000000
resistance	RESOLVE 0000000000	STAMINA 0000000000	COMPOSURE 0000000000

SKILLS

MENTAL

(-3 unskilled)

Academics	0000000000
Computer	0000000000
Crafts	0000000000
Investigation	0000000000
Medicine	0000000000
Occult	0000000000
Politics	0000000000
Science	0000000000

PHYSICAL

(-1 unskilled)

Athletics	0000000000
Brawl	0000000000
Drive	0000000000
Firearms	0000000000
Larceny	0000000000
Stealth	0000000000
Survival	0000000000
Weaponry	0000000000

SOCIAL

(-1 unskilled)

Animal Ken	0000000000
Empathy	0000000000
Expression	0000000000
Intimidation	0000000000
Persuasion	0000000000
Socialize	0000000000
Streetwise	0000000000
Subterfuge	0000000000

OTHER TRAITS

DISCIPLINES

_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	

HEALTH

WILLPOWER

Max _____ Remaining _____

BLOOD POTENCY
 0000000000

VITAE

Max _____ Remaining _____

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: _____

FLAWS

WEAKNESS

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 humans-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll