

# Vampire

THE REQUIEM

NAME:  
 PLAYER:  
 CHRONICLE:

VIRTUE:  
 VICE:  
 CONCEPT:

CLAN:  
 BLOODLINE:  
 COVENANT:

## ATTRIBUTES

power  
 finesse  
 resistance

INTELLIGENCE 00000  
 WITS 00000  
 RESOLVE 00000

STRENGTH 00000  
 DEXTERITY 00000  
 STAMINA 00000

PRESENCE 00000  
 MANIPULATION 00000  
 COMPOSURE 00000

## SKILLS

### MENTAL

(-3 unskilled)

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 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  
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### MERITS

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### FLAWS

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### WEAKNESS

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 \_\_\_\_\_  
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### HEALTH

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### WILLPOWER

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### BLOOD POTENCY

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### VITAE

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

## OTHER TRAITS

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_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

## DEVOTIONS

Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____
Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____
Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____

## RITUALS

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

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

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## EXPANDED MERITS

ALLIES

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RESOURCES

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CONTACTS

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RETAINER

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HERD

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STATUS

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MENTOR

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OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC

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## VINCULUM

Bound To

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Stage

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Bound To

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Stage

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## HAVEN

LOCATION

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DESCRIPTION

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## 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

COTERIE CHART

CHARACTER SKETCH

