

The Danse Macabre

Vampire the Requiem

NAME:
 PLAYER:
 CONCEPT:
 CHRONICLE:

VIRTUE:
 VICE:
 MASQUERADE:
 REQUIEM:

CLAN:
 BLOODLINE:
 COVENANT:
 COTERIE:

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
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

MERITS

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

BONUS

WEAKNESS

ATROCITY

PERMANENT

0000000000

TEMPORARY

□□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

BLOOD POTENCY
 0000000000

VITAE

□□□□□□□□□□
 □□□□□□□□□□

0000000000

HEALTH

000000000000
 □□□□□□□□□□□□

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

NERVE

000000000000
 □□□□□□□□□□□□

Guile: _____
 Dominance: _____
 The Edge: □

GREY MATTER

000000000000
 □□□□□□□□□□□□

Aptitude: _____
 Acumen: _____

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