

Vampire

THE REQUIEM
SECOND EDITION

Name:
Player:
Chronicle:

Mask:
Dirge:
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	<input type="checkbox"/>														
_____	0000000000	<input type="checkbox"/>														
_____	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

ASPIRATIONS

CONDITIONS

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

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan)
Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred
Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity
Starting Humanity = 7 • Vitae = d10 roll

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION



HISTORY

GOALS

DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
R.I.P.:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

