

# 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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	0000000000	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### 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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### BANES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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



## OTHER TRAITS

0000000000	0000000000	0000000000
0000000000	0000000000	0000000000
0000000000	0000000000	0000000000

## 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# _____

## RITES / MIRACLES

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

## COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_



## 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

Stage

Bound To

Stage

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## HAVEN

LOCATION

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

