

Vampire

THE REQUIEM

Name:

Concept:

Clan

Player:

Virtue:

Bloodline:

Chronicle:

Vice:

Personant:

Attributes

Power	<i>Intelligence</i>	00000 000	<i>Strength</i>	00000 000	<i>Presence</i>	00000 000
Finesse	<i>Wits</i>	00000 000	<i>Dexterity</i>	00000 000	<i>Manipulation</i>	00000 000
Resistance	<i>Resolve</i>	00000 000	<i>Stamina</i>	00000 000	<i>Composure</i>	00000 000

Skills

Mental

(-3 unskilled)

Academics _____ 00000 000
 Computer _____ 00000 000
 Crafts _____ 00000 000
 Investigation _____ 00000 000
 Medicine _____ 00000 000
 Occult _____ 00000 000
 Politics _____ 00000 000
 Science _____ 00000 000

Physical

(-1 unskilled)

Athletics _____ 00000 000
 Brawl _____ 00000 000
 Drive _____ 00000 000
 Firearms _____ 00000 000
 Larceny _____ 00000 000
 Stealth _____ 00000 000
 Survival _____ 00000 000
 Weaponry _____ 00000 000

Social

(-1 unskilled)

Animal Ken _____ 00000 000
 Empathy _____ 00000 000
 Expression _____ 00000 000
 Intimidation _____ 00000 000
 Persuasion _____ 00000 000
 Socialize _____ 00000 000
 Streetwise _____ 00000 000
 Subterfuge _____ 00000 000

Other Traits

Disciplines

_____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000

Merits

_____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000
 _____ 00000 000

Flaws

Clan Weakness: _____

Willpower

0000000000
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Blood Potency

00000 00000

Vitae

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Health

000000000000
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-1 -2 -3 **Resilience**
 000 00000000
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Humanity

10 _____ O
 9 _____ O
 8 _____ O
 7 _____ O
 6 _____ O
 5 _____ O
 4 _____ O
 3 _____ O
 2 _____ O
 1 _____ O

Size: _____ Initiative Mod.: _____ Armor: _____
 Speed: _____ Vitae Per Turn: _____ Defense: _____