

Vampire

THE REQUIEM

Name: _____
 Player: _____
 Concept: _____
 Chronicle: _____

Virtue: _____
 Vice: _____
 Masquerade: _____
 Regimen: _____

Clan _____
 Bloodline: _____
 Covenant: _____
 Potere: _____

Attributes

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

Merits

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

Flaws

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

Weakness

_____ 00000 000
 _____ 00000 000
 _____ 00000 000

Willpower

0000000000
 0000000000

Blood Potency

0000000000

Vitae

0000000000
 0000000000
 0000000000

Humanity

0000000000

Health

000000000000
 000000000000

-1 -2 -3 Resilience
 00 00000000
 00 00000000

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

Nerve

000000000000
 000000000000

Guile: _____
 Dominance: _____
 The Edge:

Gray Matter

000000000000
 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 human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll • Nerve = Composure + Highest Social Skill • Guile = Wits or Manipulation (whichever is lower) • Dominance = Presence + Manipulation • Gray Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Intelligence or Wits (whichever is lower)