

Vampire: The Requiem

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Bloodline:
Covenant:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	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
_____ 00000

FLAWS

Clan Weakness: _____

Weapon _____ Dice Mod. _____ Range _____ Rate _____ Conceal _____

Experience: _____

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
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BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□
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Vitae Per Turn: _____

HUMANITY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

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

Attribute: New dots x5•Skill: New dots x3•Skill Specialty: 3•Clan/Bloodline Discipline: New dots x5•Theban Sorcery or Crúac Ritual: Ritual level x2
Other Discipline/Coils of the Dragon: New dots x7•Merit: New dots x2•Blood Potency: New dots x8•Humanity: New dots x3•Willpower: 8 xp
Health = Stamina + Size•Willpower = Resolve + Composure•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity + 5