

Vampire: The Requiem

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Bloodline:
Covenant:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

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: _____

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

BLOOD POTENCY

●0000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

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: _____

DERANGEMENTS

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

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OTHER TRAITS

SKILLS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

MERITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

DISCIPLINES

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

DEVOTIONS

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

Name: _____ Cost: _____
 Disciplines: _____ & _____
 Dice Pool: _____

EXPERIENCE

Total: _____
 Total Spent: _____
 Spent On: _____

RITUALS

COMBAT

Weapon	Dice Mod	Range	Rate	Clip	Conceal

Armor



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EXPANDED MERITS

ALLIES

CONTACTS

HERD

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR (CARRIED)

FEEDING GROUNDS

LANGUAGES

EQUIPMENT (OWNED)

VEHICLES

MISC.

HAVENS

LOCATION

DESCRIPTION



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HISTORY

PRELUDE

APPEARANCE

Age: _____
Apparent Age: _____
Date of Birth: _____
RIP: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

COTERIE

NAME

CLAN

THOUGHTS

NAME	CLAN	THOUGHTS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

LINEAGE
