

# 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: \_\_\_\_\_  
 \_\_\_\_\_

### DERANGEMENTS

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

### 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

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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

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CONTACTS

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HERD

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR (CARRIED)

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FEEDING GROUNDS

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LANGUAGES

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EQUIPMENT (OWNED)

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VEHICLES

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MISC.

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## HAVENS

LOCATION

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DESCRIPTION

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