

Vampire: The Requiem

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Bloodline:
Covenant:

Attributes

	Physical	Social	Mental
Power	Strength ●0000	Presence ●0000	Intelligence ●0000
Finesse	Dexterity ●0000	Manipulation ●0000	Wits ●0000
Resistance	Stamina ●0000	Composure ●0000	Resolve ●0000

Skills

Physical (-1 unskilled)	Social (-1 unskilled)	Mental (-3 unskilled)
Athletics_____00000	Animal Ken_____00000	Academics_____00000
Brawl_____00000	Empathy_____00000	Computer_____00000
Drive_____00000	Expression_____00000	Crafts_____00000
Firearms_____00000	Intimidation_____00000	Investiagtion_____00000
Larceny_____00000	Persuasion_____00000	Medicine_____00000
Stealth_____00000	Socialize_____00000	Occult_____00000
Survival_____00000	Streetwise_____00000	Politics_____00000
Weaponry_____00000	Subterfuge_____00000	Science_____00000

Other Traits

Merits

_____00000
_____00000
_____00000
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_____00000
_____00000

Disciplines

_____00000
_____00000
_____00000
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_____00000
_____00000
_____00000
_____00000

Humanity

10_____0
9_____0
8_____0
7_____0
6_____0
5_____0
4_____0
3_____0
2_____0
1_____0

Flaws

Clan Weakness: _____

Health

00000000000000
□□□□□□□□□□□□

Willpower

000000000000
□□□□□□□□□□

Blood Potency

●0000000000

Derangements

Experience

Vitae

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Vitae Per Turn: _____

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

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