

# Vampire: The Requiem

NAME:

VIRTUE:

CLAN:

PLAYER:

VICE:

COVENANT:

CHRONICLE:

CONCEPT:

SIRE:

## 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  
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### MERITS

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### FLAWS

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### WEAKNESS

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\_\_\_\_\_

### HEALTH

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### WILLPOWER

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□□□□□□□□□□

BLOOD POTENCY  
000000000000

### VITAE

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### HUMANITY

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

Size: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Experience: \_\_\_\_\_

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

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## OTHER TRAITS

|            |            |            |
|------------|------------|------------|
| _____00000 | _____00000 | _____00000 |
| _____00000 | _____00000 | _____00000 |
| _____00000 | _____00000 | _____00000 |

## DEVOTIONS

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

## RITUALS

| Name  | Level |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

| Name  | Level |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## COMBAT

| Weapon/Attack | Damage | Range | Clip | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |

Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_

# Vampire: The Requiem

## 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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RETAINER

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STATUS

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

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## POSSESSIONS

GEAR(CARRIED)

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VEHICLES

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EQUIPMENT(OWNED)

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MISC

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## VINCULUM

Bound To

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Stage

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Bound To

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Stage

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## HAVEN

LOCATION

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DESCRIPTION

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# Vampire: The Requiem

## HISTORY

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical strip of light brown or tan material, possibly a binding or a piece of tape, which is slightly irregular in shape. The overall appearance is that of a clean, unused page from a notebook or a document template.

## GOALS

\_\_\_\_\_

## DESCRIPTION

Age: \_\_\_\_\_  
 Apparent Age: \_\_\_\_\_  
 Date of Birth: \_\_\_\_\_  
 R.I.P: \_\_\_\_\_  
 Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Race: \_\_\_\_\_  
 Nationality: \_\_\_\_\_  
 Height: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Sex: \_\_\_\_\_

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## VISUALS

## COTERIE CHART

## CHARACTER SKETCH

The diagram consists of two side-by-side Venn diagrams. The left Venn diagram, titled 'COTERIE CHART', shows two overlapping circles. The left circle is labeled 'COTERIE' and the right circle is labeled 'CHARACTER SKETCH'. The intersection of the two circles is labeled 'COTERIE & CHARACTER SKETCH'. The left circle contains labels for 'COTERIE' and 'COTERIE & CHARACTER SKETCH'. The right circle contains labels for 'CHARACTER SKETCH' and 'COTERIE & CHARACTER SKETCH'. The intersection contains labels for 'COTERIE & CHARACTER SKETCH'. The right Venn diagram, titled 'CHARACTER SKETCH', shows two overlapping circles. The left circle is labeled 'COTERIE' and the right circle is labeled 'CHARACTER SKETCH'. The intersection of the two circles is labeled 'COTERIE & CHARACTER SKETCH'. The left circle contains labels for 'COTERIE' and 'COTERIE & CHARACTER SKETCH'. The right circle contains labels for 'CHARACTER SKETCH' and 'COTERIE & CHARACTER SKETCH'. The intersection contains labels for 'COTERIE & CHARACTER SKETCH'.