

Vampire

THE REQUIEM

Name:

Player:

Chronicle:

Virtue:

Vice:

Concept:

Clan:

Bloodline:

Covenant:

Attributes

POWER	Intelligence	00000000	Strength	00000000	Presence	00000000
FINESSE	Wits	00000000	Dexterity	00000000	Manipulation	00000000
RESISTANCE	Resolve	00000000	Stamina	00000000	Composure	00000000

Skills

Mental

(3 Unskilled)

Academics _____ 00000000
 Crafts _____ 00000000
 Computer _____ 00000000
 Investigation _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

Physical

(1 Unskilled)

Athletics _____ 00000000
 Brawl _____ 00000000
 Drive _____ 00000000
 Firearms _____ 00000000
 Larceny _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000
 Weaponry _____ 00000000

Social

(1 Unskilled)

Animal Ken _____ 00000000
 Empathy _____ 00000000
 Expression _____ 00000000
 Intimidation _____ 00000000
 Persuasion _____ 00000000
 Socialize _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

Disciplines

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Merits

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Flaws

Clan Weakness

Other Traits

Health

000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Blood Potency

0000000000

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: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____
 Experience: _____