

# Vampire

THE REQUIEM

Name:

Player:

Chronicle:

Virtue:

Vice:

Concept:

Clan:

Bloodline:

Covenant:

## Attributes

|            |                       |                    |                       |
|------------|-----------------------|--------------------|-----------------------|
| POWER      | Intelligence ●○○○○○○○ | Strength ●○○○○○○○  | Presence ●○○○○○○○     |
| FINESSE    | Wits ●○○○○○○○         | Dexterity ●○○○○○○○ | Manipulation ●○○○○○○○ |
| RESISTANCE | Resolve ●○○○○○○○      | Stamina ●○○○○○○○   | Composure ●○○○○○○○    |

## Skills

### Mental

(-3 Unskilled)

Academics \_\_\_\_\_○○○○○○○○  
 Crafts \_\_\_\_\_○○○○○○○○  
 Computer \_\_\_\_\_○○○○○○○○  
 Investigation \_\_\_\_\_○○○○○○○○  
 Medicine \_\_\_\_\_○○○○○○○○  
 Occult \_\_\_\_\_○○○○○○○○  
 Politics \_\_\_\_\_○○○○○○○○  
 Science \_\_\_\_\_○○○○○○○○

### Physical

(-1 Unskilled)

Athletics \_\_\_\_\_○○○○○○○○  
 Brawl \_\_\_\_\_○○○○○○○○  
 Drive \_\_\_\_\_○○○○○○○○  
 Firearms \_\_\_\_\_○○○○○○○○  
 Larceny \_\_\_\_\_○○○○○○○○  
 Stealth \_\_\_\_\_○○○○○○○○  
 Survival \_\_\_\_\_○○○○○○○○  
 Weaponry \_\_\_\_\_○○○○○○○○

### Social

(-1 Unskilled)

Animal Ken \_\_\_\_\_○○○○○○○○  
 Empathy \_\_\_\_\_○○○○○○○○  
 Expression \_\_\_\_\_○○○○○○○○  
 Intimidation \_\_\_\_\_○○○○○○○○  
 Persuasion \_\_\_\_\_○○○○○○○○  
 Socialize \_\_\_\_\_○○○○○○○○  
 Streetwise \_\_\_\_\_○○○○○○○○  
 Subterfuge \_\_\_\_\_○○○○○○○○

## Other Traits

### Merits

\_\_\_\_\_○○○○○○○○  
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### Disciplines

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### Health

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### Willpower

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 □□□□□□□□□□

### Flaws

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

### Blood Potency

●○○○○○○○○○○

### Vitae

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 □□□□□□□□□□  
 □□□□□□□□□□

Vitae Per Turn: \_\_\_\_\_

### Clan Weakness

### Humanity

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