

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

Other Traits

Merits

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

Disciplines

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

Health

000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Flaws

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

Blood Potency

000000000000

Vitae

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

Vitae Per Turn: _____

Clan Weakness

Humanity

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

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

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

Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Derangements

Languages

History

Goals

Description

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Vinculum

Bound To	Stage	Bound To	Stage
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Allies & Contacts

_____	_____
_____	_____
_____	_____
_____	_____

Gear & Equipment

Experience Chart:

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