

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 _____ ○○○○○

Disciplines

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Merits

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Flaws

Clan Weakness

Other Traits

Health

○○○○○○○○○○○○○○
 □□□□□□□□□□

Willpower

○○○○○○○○○○
 □□□□□□□□

Blood Potency

●○○○○○○○○○○

Vitae

□□□□□□□□
 □□□□□□□□

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: _____

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

Vampire

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Other Traits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Devotions

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

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

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Vinculum

Name

Stage

Name

Stage

Haven

Description

Location

Vampire

THE REQUIEM

History Prelude

Goals

Description

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

Visuals

Portrait Chart

Character Sketch

