

Vampire

THE REQUIEM
SECOND EDITION

Name:
Player:
Chronicle:

Man:
Beast:
Concept:

Clan:
Bloodline:
Covenant:

ATTRIBUTES

power
finesse
resistance

Intelligence 00000
Wits 00000
Resolve 00000

Strength 00000
Dexterity 00000
Stamina 00000

Presence 00000
Manipulation 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

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MERITS

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00000
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00000
00000
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ASPIRATIONS

BANES

HEALTH

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

00000000000
□□□□□□□□□□

BLOOD POTENCY

00000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

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: _____
Beats: □ □ □ □ □
Experiences: _____

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan)
Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred
Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity
Starting Humanity = 7 • Vitae = d10 roll



OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

DEVOTIONS

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

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Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

rites / miracles

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

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: _____
Strength: _____
Defense: _____
Speed: _____
Description: _____



EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION

HISTORY

GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

