

# Vampire

THE REQUIEM

Name:

Player:

Concept:

Chronicle:

Virtue:

Vice:

Maskerade:

Requiem:

Clan

Bloodline:

Covenant:

Patience:

## Attributes

|            |                     |           |                  |           |                     |           |
|------------|---------------------|-----------|------------------|-----------|---------------------|-----------|
| Power      | <i>Intelligence</i> | 00000 000 | <i>Strength</i>  | 00000 000 | <i>Presence</i>     | 00000 000 |
| Finesse    | <i>Wits</i>         | 00000 000 | <i>Dexterity</i> | 00000 000 | <i>Manipulation</i> | 00000 000 |
| Resistance | <i>Resolve</i>      | 00000 000 | <i>Stamina</i>   | 00000 000 | <i>Composure</i>    | 00000 000 |

## Skills

### Mental

(-3 unskilled)

|               |           |
|---------------|-----------|
| Academics     | 00000 000 |
| Computer      | 00000 000 |
| Crafts        | 00000 000 |
| Investigation | 00000 000 |
| Medicine      | 00000 000 |
| Occult        | 00000 000 |
| Politics      | 00000 000 |
| Science       | 00000 000 |

### Physical

(-1 unskilled)

|           |           |
|-----------|-----------|
| Athletics | 00000 000 |
| Brawl     | 00000 000 |
| Drive     | 00000 000 |
| Firearms  | 00000 000 |
| Larceny   | 00000 000 |
| Stealth   | 00000 000 |
| Survival  | 00000 000 |
| Weaponry  | 00000 000 |

### Social

(-1 unskilled)

|              |           |
|--------------|-----------|
| Animal Ken   | 00000 000 |
| Empathy      | 00000 000 |
| Expression   | 00000 000 |
| Intimidation | 00000 000 |
| Persuasion   | 00000 000 |
| Socialize    | 00000 000 |
| Streetwise   | 00000 000 |
| Subterfuge   | 00000 000 |

## Other Traits

### Disciplines

|       |           |
|-------|-----------|
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |

### Merits

|       |           |
|-------|-----------|
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |
| _____ | 00000 000 |

### Flaws

|       |  |
|-------|--|
| _____ |  |
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### Weakness

|       |  |
|-------|--|
| _____ |  |
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| _____ |  |
| _____ |  |
| _____ |  |
| _____ |  |

### Willpower

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### Blood Potency

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### Vitae

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### Humanity

1 2 3 4 5 6 7 8 9 10  
0000000000

### Health

000000000000  
□□□□□□□□□□

-1 -2 -3

### Resilience

000 00000000  
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Size: \_\_\_\_\_

Speed: \_\_\_\_\_

Defense: \_\_\_\_\_

Armor: \_\_\_\_\_

Initiative Mod: \_\_\_\_\_

### Nerve

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Guile: \_\_\_\_\_

Dominance: \_\_\_\_\_

The Edge: ☐

### Gray Matter

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□□□□□□□□□□

Aptitude: \_\_\_\_\_

Acumen: \_\_\_\_\_

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 • Nerve = Composure + Highest Social Skill • Guile = Wits or Manipulation (which ever is lower) • Dominance = Presence + Manipulation • Gray Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits • Resolve • Acumen = Intelligence or Wits (which ever is lower)