

# Vampire

THE REQUIEM

Name: \_\_\_\_\_

Player: \_\_\_\_\_

Chronicle: \_\_\_\_\_

Value: \_\_\_\_\_

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