

# Vampire

THE REQUIEM

Name: \_\_\_\_\_ Concept: \_\_\_\_\_ Clan: \_\_\_\_\_  
 Player: \_\_\_\_\_ Virtue: \_\_\_\_\_ Covenant: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_ Vice: \_\_\_\_\_ Estate: \_\_\_\_\_

## Attributes

Power	<i>Intelligence</i> ●○○○○	<i>Strength</i> ●○○○○	<i>Presence</i> ●○○○○
Finesse	<i>Wits</i> ●○○○○	<i>Dexterity</i> ●○○○○	<i>Manipulation</i> ●○○○○
Resistance	<i>Resolve</i> ●○○○○	<i>Stamina</i> ●○○○○	<i>Composure</i> ●○○○○

## Skills

### Mental

(-3 unskilled)

Academics	○○○○○
Computer	○○○○○
Crafts	○○○○○
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	○○○○○

## Other Traits

### Merits

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

### Flaws

_____
_____
_____

### Disciplines

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

### Health

○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

### Willpower

○○○○○○○○○○○○
□□□□□□□□□□

### Vitae

□□□□□□□□□□
□□□□□□□□□□

### Blood Potency

○○○○○○○○○○
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### Humanity

10	○
9	○
8	○
7	○
6	○
5	○
4	○
3	○
2	○
1	○

### Equipment

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

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