

# VAMPIRE

## THE REQUIEM

NAME:

VIRTUE:

CLAN:

PLAYER:

VICE:

BLOODLINE:

CHRONICLE:

CONCEPT:

COVENANT:

### ATTRIBUTES

power	INTELLIGENCE	00000	STRENGTH	00000	PRESENCE	00000
finesse	WITS	00000	DEXTERITY	00000	MANIPULATION	00000
resistance	RESOLVE	00000	STAMINA	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

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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#### MERITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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#### FLAWS

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 \_\_\_\_\_  
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#### WEAKNESS

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 \_\_\_\_\_  
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#### HEALTH

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#### WILLPOWER

000000000000  
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#### BLOOD POTENCY

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#### VITAE

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#### 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

## THE REQUIEM

### 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# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Disciplines: \_\_\_\_\_

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

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CONTACTS

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HERD

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MENTOR

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RESOURCES

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RETAINER

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STATUS

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OTHER (\_\_\_\_\_)

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### POSSESSIONS

GEAR(CARRIED)

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VEHICLES

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EQUIPMENT(OWNED)

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MISC

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### VINCULUM

Bound To

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Stage

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Bound To

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Stage

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### HAVEN

LOCATION

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DESCRIPTION

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# VAMPIRE

## THE REQUIEM

### HISTORY

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### GOALS

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### DESCRIPTION

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

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### VISUALS

COTERIE CHART

CHARACTER SKETCH