

Vampire

the requiem

Name:
Player:
Chronicle:

Musk:
Dirge:
Concept:

Clan:
Bloodline:
Covenant:

power *Intelligence*
 finesse *Wits*
 resistance *Resolve*

00000 *Strength* 00000
 00000 *Dexterity* 00000
 00000 *Stamina* 00000

00000 *Presence* 00000
 00000 *Maniipulation* 00000
 00000 *Composure* 00000

SKILLS

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigations	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
Weapons	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
_____	00000
_____	00000
_____	00000

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

ASPIRATIONS

BANES

HEALTH
00000000000000000000

WILL POWER
000000000000
□□□□□□□□□□

BLOOD POTENCY
000000000000

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: _____

Vampire the requiem

OTHER TRAITS

rites/miracles

SPECIALTIES

CONDITIONS

HISTORY

Google Docs are love

DESCRIPTION

COMBAT

<i>Weapon/Attack</i>	<i>Dmg</i>	<i>Range</i>	<i>Clip</i>	<i>Init</i>	<i>Str</i>	<i>Size</i>

EQUIPMENT

<i>Item</i>	<i>Durability</i>	<i>Structure</i>	<i>Size</i>	<i>Cost</i>

BREAKING POINTS