

# 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
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
_____	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