Name		Vice		Bloodline	
Chronicle		Virtue		Covenant	
Concept		Clan		Coterie	

Vampire THE REQUIEM

Attributes

Power	Intelligence	●○○○○○○○	Strength	●○○○○○○○	Presence	●○○○○○○○
Finesse	Wits	●○○○○○○○	Dexterity	●○○○○○○○	Manipulation	●○○○○○○○
Resistance	Resolve	●○○○○○○○	Stamina	●○○○○○○○	Composure	●○○○○○○○

Abilities

Mental (-3 Unskilled)		Physical (-1 Unskilled)		Social (-1 Unskilled)	
Academics	○○○○○○○○	Athletics	○○○○○○○○	Animal Ken	○○○○○○○○
Computer	○○○○○○○○	Brawl	○○○○○○○○	Empathy	○○○○○○○○
Crafts	○○○○○○○○	Drive	○○○○○○○○	Expression	○○○○○○○○
Investigation	○○○○○○○○	Firearms	○○○○○○○○	Intimidation	○○○○○○○○
Medicine	○○○○○○○○	Larceny	○○○○○○○○	Persuasion	○○○○○○○○
Occult	○○○○○○○○	Stealth	○○○○○○○○	Socialize	○○○○○○○○
Politics	○○○○○○○○	Survival	○○○○○○○○	Streetwise	○○○○○○○○
Science	○○○○○○○○	Weaponry	○○○○○○○○	Subterfuge	○○○○○○○○
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	○○○○○○○○		○○○○○○○○		○○○○○○○○

Mental Skill Specialties	Physical Skill Specialties	Social Skill Specialties

Other Traits

Merits		Disciplines	
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Flaws

Misc.	
Speed:	Initiative Mod:
Size:	Armor:
Defense:	

Attribute: New dots x5 ▪ Skill: New dots x3 ▪ Skill Specialty: 3 ▪ Clan/Bloodline Discipline: New dots x5 ▪ Theban Sorcery or Crúac Ritual: Ritual level x2 ▪ Other Discipline/Coils of the Dragon: New dots x7 ▪ Merit: New dots x2 ▪ Blood Potency: New dots x8 ▪ Humanity: New dots x3 ▪ Willpower: 8

Speed = Strength + Dexterity + 5 ▪ **Health** = Stamina + Size ▪ **Willpower** = Resolve + Composure ▪ **Defense** = Lowest of Defense or Wits ▪ **Initiative Mod** = Dexterity + Composure

Derangements	Severity

Health

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Willpower

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□□□□□□□□□□

Blood Potency

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Humanity

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

Clan Weakness

Vitae

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