

Vampire: The Requiem

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Bloodline:
Covenant:

ATTRIBUTES

POWER	<i>Intelligence</i>	00000	<i>Strength</i>	00000	<i>Presence</i>	00000
FINESSE	<i>Wits</i>	00000	<i>Dexterity</i>	00000	<i>Manipulation</i>	00000
RESISTANCE	<i>Resolve</i>	00000	<i>Stamina</i>	00000	<i>Composure</i>	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
_____ 00000
_____ 00000
_____ 00000

MERITS

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

Clan Weakness: _____

Weapon	Dice Mod.	Range	Rate	Conceal
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Experience: _____

HEALTH

0000000000000000
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WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□
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Vitae Per Turn: _____

HUMANITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: _____ Armor: _____
Speed: _____ Defense: _____
Initiative Mod: _____