

# Vampire The Requiem

Name:		Clan: /		Covenant:	
Age:		Virtue		Coterie:	
Concept:		Vice:		Xp:	
Health		Willpower		Initiative: (Dex+Comp)= +1D10	
○○○○○○○○○○○○○○○○○○		○○○○○○○○○○○○○○○○○○		Defense:	
□□□□□□□□□□□□□□		□□□□□□□□□□□□□□		Size:	
Disciplines		Discipline Description/Factors		Speed:	
	○○○○			Perception: (Wits+Comp)=	
	○○○○			Throw: (Str+Athletics)= +Equipment	
	○○○○			Vitae	
	○○○○			[[[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]]	
	○○○○			[[[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]][[]]]	
	○○○○			Blood Potency	
	○○○○			○○○○○○○○○○	
	○○○○			Discipline Description/Factors	
	○○○○				
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## Attributes

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

Skills		Skills		Skills		Merits/Flaws	
Mental (-3 unskilled)		Physical (-1 unskilled)		Social (-1 unskilled)		Merits	
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	○○○○○		○○○○○

Mental Specialties		Physical Specialties		Social Specialties		Flaws
Skill	Specialty	Skill	Specialty	Skill	Specialty	

Weapons/Armor		Weapons/Armor		Weapons/Armor		Weapons/Armor	
Weapons	Damage	Ranges	Clip/Ammo	Strength	Size	Special	
Armor Type	Rating	Strength	Defense	Speed	Perception	Special/AR	

AR=Armor rating, which is the amount of lethal or aggravated damage armor can take before falling into ruin. Each point of lethal or better damage taken by a person is subtracted off the person's AR as well.

Equipment		Humanity			
Equipment	Special	10	(roll 5 dice)		○
		9	(roll 5 dice)		○
		8	(roll 4 dice)		○
		7	(roll 4 dice)		○
		6	(roll 3 dice)		○
		5	(roll 3 dice)		○
		4	(roll 3 dice)		○
		3	(roll 2 dice)		○
		2	(roll 2 dice)		○
		1	(roll 1 dice)		○

Attributes 5/4/3 \* Skills 11/7/4 (+3 specialties) \* Merits 7 \* (Buying the fifth dot in any area costs 2 points) \* Health = Stamina + Size \* Willpower = Resolve + Composure \* Size = 5 for adult humans \* Defense = Lowest of Dexterity or Wits \* Initiative Mod = Dex + Comp \* Speed = Strength + Dexterity + 5 \* Starting Humanity = 7

# History




Appearance and gear	Background notes/Contacts	Supplies/Holdings/Wealth

Ability Specialty	Disciplines	Traits,Quirks,Dementia
Skill      specialty	Discipline      Lvl/Description	

Ghoul Name:	Skills	Specialty	Skills	Specialty	Skills	Specialty	Skills	Specialty	Skills	
Int:	Str:	Pres:								
Wits:	Dex:	Man:								
Res:	Stam:	Comp:								
Dementia										
Willpower:										
Weapon:						Armor:				
Discipline:				Discipline:				Gear:		

Ghoul Name:	Skills	Specialty	Skills	Specialty	Skills	Specialty	Skills	Specialty	Skills	
Int:	Str:	Pres:								
Wits:	Dex:	Man:								
Res:	Stam:	Comp:								
Dementia										
Willpower:										
Weapon:				Armor:				Gear:		
Discipline:				Discipline:				Gear:		