

Vampire: The Requiem

Name:
Player:
Storyteller:

Virtue:
Vice:
Concept:

Clan:
Bloodline:
Covenant:

Attributes

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●○○○○

Skills

Mental

(-3 unskilled)

Academics	○○○○○
Computer	○○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

Physical

(-1 unskilled)

Athletics	○○○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

Social

(-1 unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	○○○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

Other Traits

Disciplines

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Merits

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Flaw

Equipment

Dice Mod.

Equipment

Dice Mod.

Health

○○○○○○○○○○○○○○
□□□□□□□□□□□□
-3 -2 -1

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Blood Potency

●○○○○○○○○○○

Vitae

□□□□□□□□□□
□□□□□□□□□□

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: _____

Attributes: 5/4/3 • Skills: 11/7/4 • Specialties: 3 • Merits: 7 • Disciplines: 3 • Blood Potency: 1 • Humanity: 7 • Willpower = Resolve + Composure
Health = Stamina + Size • Speed = Strength + Dexterity + 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure
Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crucac 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 xp

