

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)

<i>Academics</i>	00000
<i>Computer</i>	00000
<i>Crafts</i>	00000
<i>Investigation</i>	00000
<i>Medicine</i>	00000
<i>Occult</i>	00000
<i>Politics</i>	00000
<i>Science</i>	00000

PHYSICAL (-1 unskilled)

<i>Athletics</i>	00000
<i>Brawls</i>	00000
<i>Drive</i>	00000
<i>Firearms</i>	00000
<i>Larceny</i>	00000
<i>Stealth</i>	00000
<i>Survival</i>	00000
<i>Weaponry</i>	00000

SOCIAL (-1 unskilled)

<i>Animal Ken</i>	00000
<i>Empathy</i>	00000
<i>Expression</i>	00000
<i>Intimidation</i>	00000
<i>Persuasion</i>	00000
<i>Socialize</i>	00000
<i>Streetwise</i>	00000
<i>Subterfuge</i>	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

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

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: _____

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