

THE GARTHIAN MOVEMENT

Name: _____

Concept: _____

Clan: _____

Player: _____

Virtue: _____

Covenant: _____

Chronicle: _____

Vice: _____

Potency: _____

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

Merits

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

Disciplines

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

Humanity

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

Flaws

Health

000000000000
□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Blood Potency

0000000000

Vitae

□□□□□□□□□□
□□□□□□□□□□

Clan Weakness _____

Equipment

Size _____

Defense _____

Initiative Mod _____

Speed _____

Experience _____

Armor _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

THE REQUIEM

Discipline Devotions Discipline Name

_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____
_____	00000 +	_____	00000 =	_____

Skills Other Traits Disciplines Merits

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

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Languages

Combat

Weapon	Dice Mod.	Range	Rate	Clip	Conceal

Armor

Vampire

THE REQUIEM

Expanded Merits

Allies

Mentor

Contacts

Resources

Herd

Retainers

Other ()

Other ()

Possessions

Gear (Carried)

Equipment (Owned)

Hares

Location

Description

Vampire

THE REQUIEM

History

Palade

Appearance

Age: _____
Apparent Age: _____
Date Of Birth: _____
R.I.P.: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Name

Clan

Power

Thoughts

Lineage
