

Vampire

THE REQUIEM
SECOND EDITION

Name:
Player:
Chronicle:

Mask:
Dirge:
Concept:

Clan:
Bloodline:
Covenant:

ATTRIBUTES

power	Intelligence	00000	Strength	00000	Presence	00000
finesse	Wits	00000	Dexterity	00000	Manipulation	00000
resistance	Resolve	00000	Stamina	00000	Composure	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

ASPIRATIONS

BANES

HEALTH

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

BLOOD POTENCY

0000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

HUMANITY

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

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 Experiences: _____

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan)
 Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred
 Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity
 Starting Humanity = 7 • Vitae = d10 roll

OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000

DEVOTIONS

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

RITES / MIRACLES

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION



HISTORY

GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

