

# 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  
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### WILLPOWER

0000000000  
□□□□□□□□□□

### BLOOD POTENCY

0000000000

### VITAE

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### 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

