CAMARILLA

Name: **Nature:** **Clan:**
Player: **Demeanor:** **Generation:**
Chronicle: **Concept:** **Sire:**

Attributes

Physical
Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

Social
Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

Mental
Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

Abilities

Talents
Alertness OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Leadership OOOOO
Streetwise OOOOO
Subterfuge OOOOO
_____ OOOOO

Skills
Animal Ken OOOOO
Crafts OOOOO
Drive OOOOO
Etiquette OOOOO
Firearms OOOOO
Larceny OOOOO
Melee OOOOO
Performance OOOOO
Stealth OOOOO
Survival OOOOO
_____ OOOOO

Knowledges
Academics OOOOO
Computer OOOOO
Finance OOOOO
Investigation OOOOO
Law OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Science OOOOO
Technology OOOOO
_____ OOOOO

Advantages

Disciplines
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Backgrounds
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Virtues
Conscience/Conviction ●OOOO
Self-Control/Instinct ●OOOO
Courage ●OOOO

[Type Here]

_____
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Humanity/Path
_____
O O O O O O O O O O
Bearing:_____( )

Willpower
O O O O O O O O O O
☐☐☐☐☐☐☐☐☐☐

Blood Pool
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:_____

Health
Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)