

# CAMARILLA

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sire:

## Attributes

Physical		Social		Mental	
Strength	_____ OOOOO	Charisma	_____ OOOOO	Perception	_____ OOOOO
Dexterity	_____ OOOOO	Manipulation	_____ OOOOO	Intelligence	_____ OOOOO
Stamina	_____ OOOOO	Appearance	_____ OOOOO	Wits	_____ OOOOO

## Abilities

Talents		Skills		Knowledges	
Alertness	_____ OOOOO	Animal Ken	_____ OOOOO	Academics	_____ OOOOO
Athletics	_____ OOOOO	Crafts	_____ OOOOO	Computer	_____ OOOOO
Awareness	_____ OOOOO	Drive	_____ OOOOO	Finance	_____ OOOOO
Brawl	_____ OOOOO	Etiquette	_____ OOOOO	Investigation	_____ OOOOO
Empathy	_____ OOOOO	Firearms	_____ OOOOO	Law	_____ OOOOO
Expression	_____ OOOOO	Larceny	_____ OOOOO	Medicine	_____ OOOOO
Intimidation	_____ OOOOO	Melee	_____ OOOOO	Occult	_____ OOOOO
Leadership	_____ OOOOO	Performance	_____ OOOOO	Politics	_____ OOOOO
Streetwise	_____ OOOOO	Stealth	_____ OOOOO	Science	_____ OOOOO
Subterfuge	_____ OOOOO	Survival	_____ OOOOO	Technology	_____ OOOOO
	_____ OOOOO		_____ OOOOO		_____ OOOOO

## Advantages

Disciplines		Backgrounds		Virtues	
_____	_____ OOOOO	_____	_____ OOOOO	Conscience/Conviction	_____ OOOOO
_____	_____ OOOOO	_____	_____ OOOOO	Self-Control/Instinct	_____ OOOOO
_____	_____ OOOOO	_____	_____ OOOOO	Courage	_____ OOOOO
_____	_____ OOOOO	_____	_____ OOOOO		
_____	_____ OOOOO	_____	_____ OOOOO		
_____	_____ OOOOO	_____	_____ OOOOO		

## Humanity/Path

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OOOOOOOOOO  
Bearing: \_\_\_\_\_ ( )

## Willpower

OOOOOOOOOO  
□□□□□□□□□□

## Blood Pool

□□□□□□□□□□  
□□□□□□□□□□

Blood Per Turn: \_\_\_\_\_

## Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

## Weakness

## Experience

