

# Caitiff

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Sire:  
Title:

## Attributes

Physical	Social	Mental
Strength_____0000000000	Charisma_____0000000000	Perception_____0000000000
Dexterity_____0000000000	Manipulation_____0000000000	Intelligence_____0000000000
Stamina_____0000000000	Appearance_____0000000000	Wits_____0000000000

## Abilities

Talents	Skills	Knowledges
Alertness_____0000000000	Animal Ken_____0000000000	Academics_____0000000000
Athletics_____0000000000	Crafts_____0000000000	Computer_____0000000000
Awareness_____0000000000	Drive_____0000000000	Finance_____0000000000
Brawl_____0000000000	Etiquette_____0000000000	Investigation_____0000000000
Empathy_____0000000000	Firearms_____0000000000	Law_____0000000000
Expression_____0000000000	Larceny_____0000000000	Medicine_____0000000000
Intimidation_____0000000000	Melee_____0000000000	Occult_____0000000000
Leadership_____0000000000	Performance_____0000000000	Politics_____0000000000
Streetwise_____0000000000	Stealth_____0000000000	Science_____0000000000
Subterfuge_____0000000000	Survival_____0000000000	Technology_____0000000000
_____0000000000	_____0000000000	_____0000000000

## Advantages

Disciplines	Backgrounds	Virtues
_____0000000000	_____0000000000	Conscience/Conviction_____000000
_____0000000000	_____0000000000	Self-Control/Instinct_____000000
_____0000000000	_____0000000000	Courage_____000000
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	

## Humanity/Path

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000000000000  
Bearing:\_\_\_\_\_ ( )

## Willpower

000000000000  
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## Blood Pool

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

## Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

## Weakness

## Experience

# Caitiff

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

## Rituals

## Paths

Name	Level	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

## Experience

## Derangements

<b>Total:</b> _____	_____
<b>Total Spent:</b> _____	_____
<b>Spent On:</b> _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## Armor

**Class:** \_\_\_\_\_  
**Rating:** \_\_\_\_\_  
**Penalty:** \_\_\_\_\_  
**Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Caitiff

## Expanded Backgrounds

**Allies**

**Mentor**

**Contacts**

**Resources**

**Fame**

**Retainers**

**Herd**

**Status**

**Influence**

**Other( \_\_\_\_\_ )**

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

**Feeding Grounds**

**Vehicles**

## Blood Bonds

**Bound To**

**Rating**

**Bound To**

**Rating**

**Location**

**Havens**

**Description**

# Caitiff

## History

Prelude

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## Goals

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## Description

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

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## Visuals

Coterie Chart

Character Sketch

