



CAMARILLA

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

Attributes

Physical

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Social

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Mental

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Awareness _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Streetwise _____ 0000000000
 Subterfuge _____ 0000000000
 _____ 0000000000

Skills

Animal Ken _____ 0000000000
 Crafts _____ 0000000000
 Drive _____ 0000000000
 Etiquette _____ 0000000000
 Firearms _____ 0000000000
 Larceny _____ 0000000000
 Melee _____ 0000000000
 Performance _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000
 _____ 0000000000

Knowledges

Academics _____ 0000000000
 Computer _____ 0000000000
 Finance _____ 0000000000
 Investigation _____ 0000000000
 Law _____ 0000000000
 Medicine _____ 0000000000
 Occult _____ 0000000000
 Politics _____ 0000000000
 Science _____ 0000000000
 Technology _____ 0000000000
 _____ 0000000000

Advantages

Disciplines

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Backgrounds

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Humanity/Path

_____ 0000000000
 Bearing: _____ ()

Willpower

_____ 0000000000
 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Blood Per Turn: _____

Health

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

Weakness

Experience

CAMARILLA

Merits & Flaws

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

Other Traits

_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO

Rituals

Paths

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

Experience

Derangements

Total: _____	_____
Total Spent: _____	_____
Spent On: _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

CAMARILLA

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

Havens

Location

Description



CAMARILLA

History Prelude

Lined writing area for the History Prelude section.

Goals

Lined writing area for the Goals section.

Description

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

Lined writing area for the Description section.

Visuals

Coterie Chart

Character Sketch

