

CAMARILLA™

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength _____ ●0000000
 Dexterity _____ ●0000000
 Stamina _____ ●0000000

SOCIAL

Charisma _____ ●0000000
 Manipulation _____ ●0000000
 Appearance _____ ●0000000

MENTAL

Perception _____ ●0000000
 Intelligence _____ ●0000000
 Wits _____ ●0000000

ABILITIES

TALENTS

Alertness _____ 00000000
 Athletics _____ 00000000
 Brawl _____ 00000000
 Dodge _____ 00000000
 Empathy _____ 00000000
 Expression _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

SKILLS

Animal Ken _____ 00000000
 Crafts _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

KNOWLEDGES

Academics _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Linguistics _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

ADVANTAGES

DISCIPLINES

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

BACKGROUNDS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

VIRTUES

Conscience/Conviction _____ ●0000
 Self-Control/Instinct _____ ●0000
 Courage _____ ●0000

OTHER TRAITS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
 □□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

POINTS 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

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PATHS

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

EXPERIENCE

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

DERANGEMENTS

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

CAMARILLA™

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAME

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

FEEDING GROUNDS

EQUIPMENT(OWNED)

VEHICLES

BLOODBONDS

BOUND TO

RATING

BOUND TO

RATING

HAVENS

LOCATION

DESCRIPTION

CAMARILLA™

HISTORY

PRELUDE

GOALS

DESCRIPTION

AGE:	_____	_____
APPARENT AGE:	_____	_____
DATE OF BIRTH:	_____	_____
R.I.P.:	_____	_____
HAIR:	_____	_____
EYES:	_____	_____
RACE:	_____	_____
NATIONALITY:	_____	_____
HEIGHT:	_____	_____
WEIGHT:	_____	_____
SEX:	_____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

