

# CAMARILLA

NAME:  
 CHRONICLE:  
 FACTION:

TITLE:  
 GENERATION:

PREDATOR TYPE:  
 COMPULSION:

## ATTRIBUTES

(Take one Attributes at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)

### PHYSICAL

Strength       
 Dexterity       
 Stamina

### SOCIAL

Charisma       
 Manipulation       
 Composure

### MENTAL

Intelligence       
 Wits       
 Resolve

## SKILLS

(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics       
 Brawl       
 Craft       
 Drive       
 Firearms       
 Larceny       
 Melee       
 Stealth       
 Survival

Animal Ken       
 Etiquette       
 Insight       
 Intimidation       
 Leadership       
 Performance       
 Persuasion       
 Streetwise       
 Subterfuge

Academics       
 Awareness       
 Finance       
 Investigation       
 Medicine       
 Occult       
 Politics       
 Science       
 Technology

### CHRONICLE TENETS

### TOUCHSTONES & CONVICTIONS

### CLAN BANE

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 Severity: \_\_\_\_\_

## DISCIPLINES

(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

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### HEALTH

(Stamina +3)

### WILLPOWER

(Resolve + Composure)

### HUMANITY

(Starts at 7)

### HUNGER

### BLOOD POTENCY

Blood Surge: \_\_\_\_\_ Mend Amount: \_\_\_\_\_

Power Bonus: \_\_\_\_\_ Rouse Re-Roll: \_\_\_\_\_

Feeding Penalty: \_\_\_\_\_ Hunting: \_\_\_\_\_

Resonance: \_\_\_\_\_ Initiative: \_\_\_\_\_

(Composure + Awareness)

# CAMARILLA

## OTHER TRAITS

### BACKGROUNDS

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### ADVANTAGES / DISADVANTAGES

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### MERITS

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### FLAWS

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## RITUALS & CEREMONIES

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## BIOGRAPHY

True Age: \_\_\_\_ Apparent Age: \_\_\_\_ Date of Birth: \_\_\_\_ Date of Death: \_\_\_\_  
 Appearance: \_\_\_\_\_

History: \_\_\_\_\_  
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### HUNGER

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- 0: Immune to non supernaturally induced frenzy.
- 1: Must drain mortal to Slake to zero hunger.
- 2: \_\_\_\_\_
- 3: Bestial Failures.
- 4: Messy Criticals
- 5: Involuntary Rouse check causes Hunger Frenzy check.  
 Difficulty = 4 + # of involuntary Rouse Checks.

### CITY STATUS

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#### MONIKER

#### ACCEPTANCE

- 1: \_\_\_\_\_
- 2: \_\_\_\_\_
- 3: \_\_\_\_\_
- 4: \_\_\_\_\_
- 5: \_\_\_\_\_

- Blinded:** No line of sight, phys pools -5
- Distracted/Staggered:** Lose Simple Action
- Frightened:** Must move away from cause
- Grappled:** Speed is 0 until resolved
- Helpless:** Cannot attacked or defend
- Impaired:** -2 to all pools
- Prone:** -2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 step per action
- Weakened:** -1 to physical offensive pools

## OTHER NOTES

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## EXPERIENCE

Total: \_\_\_\_\_  
 Spent: \_\_\_\_\_