

Camarilla Vampire

Character Name: Gabriel Snape
Player Name: Shawn Moore
Chronicle: Night Crawls In
Character ID: _____
Start Date: 5/5/2001
Phone/Email: smoore@teuse.net

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Black: Standard 7/5/3 traits, 3 Disc, 5 abl, 5 back, 7 virtues
 Brown: Clan Advantages and Disadvantages
 Orange: Freebies given by Storyteller
 Red: Negatives taken (9)
 Green: Freebie Points (12)
 Blue: Bought w negatives taken (9)

Physical Traits 9/-1/13

Agile	○○○	Stalwart	○○○
Brawny	○○○	Steady	○○○
Brutal	●●●	Tenacious	○○○
Dexterous	○○○	Tireless	●○○
Enduring	○○○	Tough	●●●
Energetic	○○○	Vigorous	○○○
Ferocious	●○○	Wiry	○○○
Graceful	○○○	Puny	●○○
Lithe	○○○	_____	○○○
Nimble	○○○	_____	○○○
Quick	●○○	_____	○○○
Resiliant	○○○	_____	○○○
Robust	○○○	_____	○○○
Rugged	○○○	_____	○○○

Mental Traits 12/-1/13

Alert	●○○	Rational	○○○
Attetive	○○○	Reflective	○○○
Clever	●●○	Shrewd	●●●
Creative	○○○	Vigilant	●○○
Cunning	●●○	Wily	●●○
Dedicated	○○○	Wise	○○○
Determined	○○○	Violent	●○○
Discerning	○○○	_____	○○○
Disciplined	○○○	_____	○○○
Insightful	○○○	_____	○○○
Intuitive	○○○	_____	○○○
Knowledgable	○○○	_____	○○○
Observant	○○○	_____	○○○
Patient	●○○	_____	○○○

Social Traits 5/-6/13

Alluring	○○○	Ingratiating	○○○
Beguiling	○○○	Intimidating	●●●
Charismatic	○○○	Magnetic	○○○
Charming	○○○	Persuasive	●○○
Commanding	●○○	Seductive	○○○
Dignified	○○○	Witty	○○○
Diplomatic	○○○	Repugnant	●●●
Elegant	○○○	Callous	●○○
Eloquent	○○○	Obnoxious	●○○
Empathetic	○○○	Tactless	●○○
Expressive	○○○	_____	○○○
Friendly	○○○	_____	○○○
Genial	○○○	_____	○○○
Gorgeous	○○○	_____	○○○

Abilities

Academics	○○○○○	Medicine	○○○○○
Animal Ken	○○○○○	Melee	○○○○○
Athletics	○○○○○	Occult	○○○○○
Awareness	○○○○○	Performance	○○○○○
Brawl	○○○○○	Politics	○○○○○
Computer	○○○○○	Repair	○○○○○
Crafts	○○○○○	Science	○○○○○
Dodge	○○○○○	Security	○○○○○
Drive	○○○○○	Scrouge	○○○○○
Empathy	○○○○○	Stealth	○○○○○
Etiquette	○○○○○	Streetwise	○○○○○
Expression	○○○○○	Subterfuge	○○○○○
Finance	○○○○○	Survival	○○○○○
Firearms	○○○○○	Kindred Lore	○○○○○
Intimidation	○○○○○	_____	○○○○○
Investigation	○○○○○	_____	○○○○○
Law	○○○○○	_____	○○○○○
Leadership	○○○○○	_____	○○○○○
Linguistics	○○○○○	_____	○○○○○

Camarilla Status

Acknowledged

Positions

Prince: Exalted, Well-Known, Famous

Seneschal: Cherished, Esteemed

Primogen: Revered

Harpy: Influential

Keeper: Honorable

Sheriff: Feared

Merits and Flaws

+1/-1

Virtues

Courage ●●●●●

Self-Control ○●●●●

Humanity ●●●●●

Blood ●●●●●

Max / Turn 1

Willpower ●●●●●

Dark Secret: Diablerized Sire (-1)

Eat Food (+1)

Character Information

Clan: Nosferatu

Nature: Survivor

Demonor: Monster

Concept: Disgusting old man

Generation: 10

Derangement: _____

Health

Healthy: No penalties

Bruised: One trait down on all tied challenges

Wounded: must risk an additional trait, loses all ties, powers which win all ties; compare traits

Incapacitated: out of play for 10 minutes

Torpor

Thamaturgy/ Necromancy

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

The Traditions

The First Tradition: The Masquerade

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.

The Second Tradition: The Domain

Thy Domain is thine own concern. All others owe thee respect while in it. None may challenge thy word while in thy Domain.

The Third Tradition: The Progeny

Thou shalt only Sire another with the permission of thine elder. If thou createst another without thine Elder's leave, both thou and thy Progeny shall be slain.

The Fourth Tradition: The Accounting

Those thou create are thine own children. Until thy Progeny shall be Released, thou shalt command them in all things. Their sins are thine to endure.

The Fifth Tradition: Hospitality

Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Sixth Tradition: Destruction

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine Elder. Only the Eldest among thee shall call the Blood Hunt.

Backgrounds

14

Allies	○○○○○	Herd	●○○○○
Contacts	●●●○○	Mentor	○○○○○
Fame	○○○○○	Retainers	●●○○○
Generation	●●○○○	Resources	●●●●○
Influence 12			
Bureacracy	●●●●○	Occult	○○○○○
Church	○○○○○	Police	●●●○○
Finance	○○○○○	Political	○○○○○
Health	○○○○○	Street	●●○○○
High Society	○○○○○	Transportati	○○○○○
Industry	○○○○○	Underworld	●●○○○
Legal	○○○○○	University	○○○○○
Media	○○○○○		

_____	Basic IC	6
_____	Basic Occ	0
_____	Int. IC	5
_____	Int. Occ	0
_____	Adv. IC	1
_____	Adv. Occ	0

Thanatosis	<input type="checkbox"/> Hag's Wrinkles	<input type="checkbox"/> Silence of Death
	<input type="checkbox"/> Putrefaction	<input type="checkbox"/> Scorpion's Touch
	<input type="checkbox"/> Ashes to Ashes	<input type="checkbox"/> Dragon's Call
	<input type="checkbox"/> Withering	<input type="checkbox"/> Baal's Caress
	<input type="checkbox"/> Necrosis	<input type="checkbox"/> Taste of Death
Quietus	<input type="checkbox"/> Eyes of the Serpent	<input type="checkbox"/> Tongue of the Asp
	<input type="checkbox"/> The Missing Voice	<input type="checkbox"/> Phantom Speaker
	<input type="checkbox"/> Madrigal	<input type="checkbox"/> Siren's Beckoning
	<input type="checkbox"/> Virtuosa	<input type="checkbox"/> Heart of Darkness

Chimerstry	<input type="checkbox"/> Igris Fatuus	<input type="checkbox"/> Fata Morgana	<input type="checkbox"/> Apparition	<input type="checkbox"/> Permanency	<input type="checkbox"/> Horrid Reality
	<input type="checkbox"/> Dread Gaze	<input type="checkbox"/> Entrancement	<input type="checkbox"/> Summon	<input type="checkbox"/> Majesty	
	<input type="checkbox"/> Eyes of the Beast	<input type="checkbox"/> Feral Claws	<input type="checkbox"/> Earth Meld	<input type="checkbox"/> Shape the Beast	<input type="checkbox"/> Mist Form
	<input type="checkbox"/> The Missing Voice	<input type="checkbox"/> Phantom Speaker	<input type="checkbox"/> Madrigal	<input type="checkbox"/> Siren's Beckoning	<input type="checkbox"/> Virtuosa

Presence	<input type="checkbox"/> Awe	<input type="checkbox"/> Dread Gaze	<input type="checkbox"/> Entrancement	<input type="checkbox"/> Summon	<input type="checkbox"/> Majesty
	<input type="checkbox"/> Eyes of the Beast	<input type="checkbox"/> Feral Claws	<input type="checkbox"/> Earth Meld	<input type="checkbox"/> Shape the Beast	<input type="checkbox"/> Mist Form

Obfuscate	<input type="checkbox"/> Cloak of Shadows	<input type="checkbox"/> Unseen Presence	<input type="checkbox"/> Mask of 1000 faces	<input type="checkbox"/> Vanish from the Minds Eye	<input type="checkbox"/> Cloak the Gathering
	<input type="checkbox"/> Prowess	<input type="checkbox"/> Might	<input checked="" type="checkbox"/> Vigor	<input type="checkbox"/> Intensity	<input type="checkbox"/> Puisseance

Dominate	<input type="checkbox"/> Command	<input type="checkbox"/> Mesmerism	<input type="checkbox"/> Forgetful Mind	<input type="checkbox"/> Conditioning	<input type="checkbox"/> Possession
	<input type="checkbox"/> Endurance	<input type="checkbox"/> Mettle	<input type="checkbox"/> Resilience	<input type="checkbox"/> Resistance	<input type="checkbox"/> Aegis

Celerity	<input type="checkbox"/> Alacrity	<input type="checkbox"/> Swiftness	<input type="checkbox"/> Rapidity	<input type="checkbox"/> Legerty	<input type="checkbox"/> Fleetness
	<input type="checkbox"/> Passion	<input type="checkbox"/> The Haunting	<input type="checkbox"/> Eyes of Chaos	<input type="checkbox"/> Voice of Madness	<input type="checkbox"/> Total Insanity

Animalism	<input type="checkbox"/> Feral Whispers	<input type="checkbox"/> Beckoning	<input type="checkbox"/> Quell the Beast	<input type="checkbox"/> Subsume the Spirit	<input type="checkbox"/> Drawing out the Beast
	<input type="checkbox"/> Hightened Senses	<input type="checkbox"/> Aura Perception	<input type="checkbox"/> Spirit's Touch	<input type="checkbox"/> Telepathy	<input type="checkbox"/> Psychic Projection