

# Dark Ages GHOUL

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Domitor:  
Duties:  
Type:

## ATTRIBUTES

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

## ABILITIES

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Archery	_____00000	Hearth Wisdom	_____00000
Brawl	_____00000	Commerce	_____00000	Investigation	_____00000
Dodge	_____00000	Crafts	_____00000	Law	_____00000
Empathy	_____00000	Etiquette	_____00000	Linguistics	_____00000
Expression	_____00000	Melee	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Leadership	_____00000	Ride	_____00000	Politics	_____00000
Legerdemain	_____00000	Stealth	_____00000	Seneschal	_____00000
Subterfuge	_____00000	Survival	_____00000	Theology	_____00000

## ADVANTAGES

Disciplines		Backgrounds		Virtues	
_____	_____00000	_____	_____00000	Conscience	_____00000
_____	_____00000	_____	_____00000	Self-Control	_____00000
_____	_____00000	_____	_____00000	Courage	_____00000
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____00000		

### Merits & Flaws

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

### Humanity

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0

### Bloodpool

Overdosing?

### 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"/>

### Blood Bond

### Experience