

GH O U L S

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Domitor:

Duties:

Type:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

Skills

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Disciplines

Current Max Level
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Virtues

Conscience _____ 00000
 Self-Control _____ 00000
 Courage _____ 00000

Humanity

0 0 0 0 0 0 0 0 0 0 0 0

Health

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

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

Blood Bond

Blood Pool

Experience

Overdosing?

GHOULS

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
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Other Traits

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|--|-------|--|-------|--|-------|
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |

Domitor

Name: _____ Clan: _____ Generation: _____ Age: _____
 Description: _____

Thoughts Toward Domitor: _____

Revenant Family

Family Name: _____ Clan Family Serves: _____
 Family Information: _____

Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Clip | Conceal |
|---------------|-------|--------|-------|------|------|---------|
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Armor

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

GHOULS

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Experience

Derangements

Total:

Total Spent:

Spent On:

Residence

Location

Description

