

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	Crafts _____ 00000	Enigmas _____ 00000
Awareness _____ 00000	Etiquette _____ 00000	Finance _____ 00000
Brawl _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Larceny _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000

ADVANTAGES

Disciplines	Backgrounds	Virtues
Current Level Max <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Self-Control _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Humanity

O O O O O O O O O O

Health

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

Willpower

O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Blood Pool

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

Experience

Overdosiog?

