

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?



GHOUL

MERITS & FLAWS

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

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

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
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

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



GHOUL

EXPANDED BACKGROUNDS

Allies

Contacts, Major

Contacts, Minor

Fame

Influence

Library

Mentor

Resources

Status

Other(_____)

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Vehicles

Misc

RESIDENCE

Location

Description



GHOUL

HISTORY

Prelude

Goals

DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
Place of Birth:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

VISUALS

Group Chart

Character Sketch

