GHOULS
FATAL ADDICTION

Name: Nature: Domitor:

Player: Demeanor: Duties:

Chronicle: Concept: Type:

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Performance ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Academics ○○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

Advantages

Disciplines

Current Level Max ■□□□□
●○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Virtues

Conscience ●○○○○

Self-Control ●○○○○

Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Cost

Humanity

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□□□□□□□□□□

Bloodpool

□□□□□□□□□□

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Overdosing?

Health

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

Blood Bond

Experience