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 ■□□□□
Potence ●○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

BACKGROUNDS
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

VIRTUES
Conscience ●○○○○
Self-Control ●○○○○
Courage ●○○○○

MERITS & FLAWS

MERIT	COST

FLAW	COST

HUMANITY
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

BLOODPOOL
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

OVERDOSING?

HEALTH

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

BLOOD BOND

EXPERIENCE