GARGOYLES

Name: Nature: Generation:
Player: Demeanor: Sire:
Chronicle: Concept: Title:

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 ○○○○○○○○
Etiquette ○○○○○○○○
Firearms ○○○○○○○○
Melee ○○○○○○○○
Performance ○○○○○○○○
Ride ○○○○○○○○
Security ○○○○○○○○
Stealth ○○○○○○○○
Survival ○○○○○○○○

Knowledges

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

Advantages

Disciplines

Fortitude ○○○○○○○○
Potence ○○○○○○○○
Visceratika ○○○○○○○○
_____ ○○○○○○○○
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Backgrounds

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_____ ○○○○○○○○
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Virtues

Conscience/Conviction ●○○○○
Self-Control/Instinct ●○○○○
Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Cost

Humanity/Path

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Willpower

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Bloodpool

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Points Per Turn:_____

Health

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

Weakness

Appearance 0;
Also -2 Willpower Against Mind Control

Experience