

# G H O U L S

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
Brawl _____ 00000	Etiquette _____ 00000	Finance _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Melee _____ 00000	Law _____ 00000
Expression _____ 00000	Performance _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Ride _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

## ADVANTAGES

Disciplines	Backgrounds	Virtues
Current Level Max    □□□□□	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Self-Control _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

### Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Humanity

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### Bloodpool

□ □ □ □ □ □ □ □ □ □  
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OVERDOSING?

### Health

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

### Experience

