Ghouls

Name: _____ Virtue: _____ Regnant's Clan: _____
Player: _____ Vice: _____ Regnant's Covenant: _____
Chronicle: _____ Concept: _____ Family: _____

Attributes

POWER	Intelligence	OOOOO	Strength	OOOOO	Presence	OOOOO
FINESSE	Wits	OOOOO	Dexterity	OOOOO	Manipulation	OOOOO
RESISTANCE	Resolve	OOOOO	Stamina	OOOOO	Composure	OOOOO

Skills

Mental
(-3 Unskilled)

Academics_____OOOOO
Crafts_____OOOOO
Computer_____OOOOO
Investigation_____OOOOO
Medicine_____OOOOO
Occult_____OOOOO
Politics_____OOOOO
Science_____OOOOO

Physical
(-1 Unskilled)

Athletics_____OOOOO
Brawl_____OOOOO
Drive_____OOOOO
Firearms_____OOOOO
Larceny_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
Weaponry_____OOOOO

Social
(-1 Unskilled)

Animal Ken_____OOOOO
Empathy_____OOOOO
Expression_____OOOOO
Intimidation_____OOOOO
Persuasion_____OOOOO
Socialize_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO

Other Traits

Merits

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
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Disciplines

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Main Duties

_____
_____
_____
_____
_____
_____
_____

Willpower

OOOOOOOOOO
□□□□□□□□□□

Vitae

□□□□□

Morality

OOOOOOOOOO

Health

OOOOOOOOOOOO
□□□□□□□□□□□□

Size:_____
Speed:_____
Defense:_____
Armor:_____
Initiative Mod:_____

Nerve

OOOOOOOOOOOO
□□□□□□□□□□□□

Guile:_____
Dominance:_____
The Edge: □

Grey Matter

OOOOOOOOOOOOOO
□□□□□□□□□□□□□□

Aptitude:_____
Acumen:_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Note Regnants Clan • Note Regnants Covenant • Choose Family if desired • Disciplines 2 (Two dots from Regnants clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health=Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7 • Vitae = d10 roll
Nerve = Composure + Highest Social Skill • Guile = Wits or Manipulation(which ever is lower) • Dominance = Presence + Manipulation
Gray Matter = Intelligence + Resolve • Aptitude=Intelligence + Wits +Resolve • Acumen=Intelligence or Wits(which ever is lower)