

Ghouls

Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Regnant's Clan: _____

Regnant's Covenant: _____

Family: _____

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

Mental

(-3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

Social

(-1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

Other Traits

Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Disciplines

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Main Duties

Willpower

0000000000
□□□□□□□□□□

Vitae

□□□□□

Morality

0000000000

Health

000000000000
□□□□□□□□□□□□

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

Nerve

000000000000
□□□□□□□□□□□□

Guile: _____

Dominance: _____

The Edge:

Grey Matter

000000000000
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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 (whichever is lower) • Dominance = Presence + Manipulation • Gray Matter = Intelligence + Resolve • Aptitude=Intelligence + Wits +Resolve • Acumen=Intelligence or Wits (whichever is lower)