

Ghouls

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Regnant's Clan:
Regnant's Covenant:
Family:

ATTRIBUTES

power
finesse
resistance

Intelligence 00000
Wits 00000
Resolve 00000

Strength 00000
Dexterity 00000
Stamina 00000

Presence 00000
Manipulation 00000
Composure 00000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 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

DISCIPLINES

_____ 00000
_____ 00000
_____ 00000
_____ 00000

ASPIRATIONS

CONDITIONS

BREAKING POINTS

WILLPOWER

0000000000
□□□□□□□□□□

INTEGRITY
0000000000

VITAE
□□□□□□□□□□
□□□□□□□□□□

HEALTH
0000000000000000
□□□□□□□□□□□□□□

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

NERVE
00000000000000
□□□□□□□□□□□□

Guile: _____
Dominance: _____
The Edge:

GREY MATTER
00000000000000
□□□□□□□□□□□□

Aptitude: _____
Acumen: _____

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure
Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity + 5 • Starting Integrity = 7
Nerve = Composure + Highest Social Skill • Guile = Lowest of Wits or Manipulation • Dominance = Presence + Manipulation
Grey Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Lowest of Intelligence or Wits