

# 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  
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### DISCIPLINES

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### ASPIRATIONS

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### CONDITIONS

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### HEALTH

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### WILLPOWER

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### INTEGRITY

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### VITAE

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### BREAKING POINTS

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Size: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Beats: □ □ □ □ □  
Experiences: \_\_\_\_\_

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



