

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

### DISCIPLINES

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

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

### MAIN DUTIES

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

### HEALTH

0000000000000000  
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### WILLPOWER

0000000000  
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### INTEGRITY

0000000000

### VITAE

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### CONDITIONS

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### ASPIRATIONS

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

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Note Regnants Clan • Note Regnants Covenant • Disciplines 2 (Two dots from Regnants clan) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans-sized Kindred  
Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity  
Starting Integrity = 7