

Ghouls & Revenants

Name:

Nature:

Clan/Family:

Player:

Demeanor:

Age:

Chronicle:

Concept:

Domitor:

Attributes

Physical

Strength_____ OOOOO
Dexterity_____ OOOOO
Stamina_____ OOOOO

Social

Charisma_____ OOOOO
Manipulation_____ OOOOO
Appearance_____ OOOOO

Mental

Perception_____ OOOOO
Intelligence_____ OOOOO
Wits_____ OOOOO

Abilities

Talents

Alertness_____ OOOOO
Athletics_____ OOOOO
Awareness_____ OOOOO
Brawl_____ OOOOO
Empathy_____ OOOOO
Expression_____ OOOOO
Intimidation_____ OOOOO
Leadership_____ OOOOO
Streetwise_____ OOOOO
Subterfuge_____ OOOOO
_____ OOOOO

Skills

Animal Ken_____ OOOOO
Crafts_____ OOOOO
Drive_____ OOOOO
Etiquette_____ OOOOO
Firearms_____ OOOOO
Larceny_____ OOOOO
Melee_____ OOOOO
Performance_____ OOOOO
Stealth_____ OOOOO
Survival_____ OOOOO
_____ OOOOO

Knowledges

Academics_____ OOOOO
Computer_____ OOOOO
Finance_____ OOOOO
Investigation_____ OOOOO
Law_____ OOOOO
Medicine_____ OOOOO
Occult_____ OOOOO
Politics_____ OOOOO
Science_____ OOOOO
Technology_____ OOOOO
_____ OOOOO

Advantages

Disciplines

Current Max Level ☐☐☐☐
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Virtues

Conscience/Conviction__ OOOOO
Self-Control/Instinct__ OOOOO
Courage_____ OOOOO

Merits & Flaws

Humanity/Path

OOOOOOOOOO
Bearing: _____ ()

Willpower

OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Overdosing?

Health

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

Blood Bond

Experience

Attributes: 6/4/3 • Abilities: 11/7/4 • Disciplines: 1 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)