

# GHOULS

## FATAL ADDICTION

NAME:

NATURE:

DOMITOR:

PLAYER:

DEMEANOR:

DUTIES:

CHRONICLE:

CONCEPT:

TYPE:

### ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

### ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Brawl _____ 00000	Drive _____ 00000	Finance _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

### ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Current Level Max <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Self-Control _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

#### OTHER TRAITS

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

#### HUMANITY

0 0 0 0 0 0 0 0 0 0 0 0

#### WILLPOWER

0 0 0 0 0 0 0 0 0 0 0 0

#### BLOODPOOL

OVERDOSING?

#### HEALTH

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

#### BLOOD BOND

#### EXPERIENCE

# GHOULS

FATAL ADDICTION

## MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS

## DOMITOR

NAME: \_\_\_\_\_ CLAN: \_\_\_\_\_ GENERATION: \_\_\_\_\_ AGE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

THOUGHTS TOWARD DOMITOR: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## REVENANT FAMILY

FAMILY NAME: \_\_\_\_\_ CLAN FAMILY SERVES: \_\_\_\_\_

FAMILY INFORMATION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARMOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# GHOULS

FATAL ADDICTION

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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INFLUENCE

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OTHER(\_\_\_\_\_)

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

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VEHICLES

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EQUIPMENT(OWNED)

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MISC.

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EXPERIENCE

TOTAL: \_\_\_\_\_  
TOTAL SPENT: \_\_\_\_\_  
SPENT ON: \_\_\_\_\_

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DERANGEMENTS

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LANGUAGES

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## RESIDENCE

LOCATION

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DESCRIPTION

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