

GARGOYLES

Character:

Player:

Archetype:

Title:

Setting/Sect:

Character Portrait

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical Social Mental Bonus Attributes Bonus Attributes Bonus Attributes ☐ Strength ☐ Dexterity ☐ Stamina☐ Charisma ☐ Manipulation ☐ Appearance☐ Perception ☐ Intelligence ☐ Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics Empathy Performance Animal Ken Firearms Performance Athletics Intimidation Science Awareness Investigation Science Brawl Leadership Security Computer Linguistics Stealth Crafts Lore Streetwise Crafts Medicine Subterfuge Dodge Melee Survival Drive Occult

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

Morality

(Characters begin on Humanity, with a Morality of 5.)

Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐ ☐ ☐
Injured ☐ ☐ ☐
Incapacitated ☐ ☐ ☐

Status

Common Test Pools

Initiative:

 (Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

☐ 1 Beast Trait

Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

☐ 2 Beast Traits

Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

☐ 3 Beast Traits

Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

☐ 4 Beast Traits

Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

☐ 5 Beast Traits

Lose a permanent point of Morality.