

Goules

Nom :
Joueur :
Chronique :

Nature :
Attitude :
Concept :

Generation :
Coterie :
Refuge :

Attributs

physique

Force	● ○ ○ ○ ○
Dextérité	● ○ ○ ○ ○
Vigueur	● ○ ○ ○ ○

Social

Charisme ● ○ ○ ○ ○
Manipulation ● ○ ○ ○ ○
Apparence ● ○ ○ ○ ○

Mental

Perception	● ○ ○ ○ ○
Intelligence . . .	● ○ ○ ○ ○
Astuce	● ○ ○ ○ ○

Capacities

Talents

Athlétisme	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Bagarre	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Commandement	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Empathie	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Esquive	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Exp. de la rue	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Expression	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Intimidation	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Subterfuge	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Vigilance	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Competences

Animaux	○ ○ ○ ○ ○
Arme à feu	○ ○ ○ ○ ○
Artisanat	○ ○ ○ ○ ○
Conduite	○ ○ ○ ○ ○
Étiquette	○ ○ ○ ○ ○
Furtivité	○ ○ ○ ○ ○
Mêlée	○ ○ ○ ○ ○
Représentation . . .	○ ○ ○ ○ ○
Sécurité	○ ○ ○ ○ ○
Survie	○ ○ ○ ○ ○

Connaissances

Érudition	○ ○ ○ ○ ○
Finance	○ ○ ○ ○ ○
Informatique . . .	○ ○ ○ ○ ○
Investigation . . .	○ ○ ○ ○ ○
Loi	○ ○ ○ ○ ○
Médecine	○ ○ ○ ○ ○
Linguistique	○ ○ ○ ○ ○
Occultisme	○ ○ ○ ○ ○
Politique	○ ○ ○ ○ ○
Science	○ ○ ○ ○ ○

■ Advantages

Historiques

Disciplines

..... ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

Vertus

Conscience/ Conviction	● ○ ○ ○ ○ ○
Maîtrise de soi/ Instinct	● ○ ○ ○ ○ ○
Courage	● ○ ○ ○ ○ ○

+ Atouts & Handicaps +

This image shows a full page of dot grid paper. The dots are arranged in a precise, repeating pattern across the entire surface, forming a grid that is useful for writing, drawing, or organizing information. The dots are small and dark, set against a light background.

Humanite-Vole

- Volonte

- Points de Sang

-Sante-

Contusion		<input type="checkbox"/>
Blessure légère	-1	<input type="checkbox"/>
Blessure moyenne	-1	<input type="checkbox"/>
Blessure grave	-2	<input type="checkbox"/>
Handicap	-2	<input type="checkbox"/>
Infirmité	-5	<input type="checkbox"/>
Incapacité		<input type="checkbox"/>

Faiblesse : Divers

VAMPIRE

LA MASCARADE

Autres traits

Talents

[illegible]

Competences

[illegible]

Connaissances

A handwriting practice sheet template featuring ten rows of horizontal lines. Each row includes three parallel lines (top, middle/baseline, and bottom) and five small circles positioned to the right of the middle line.

Rituals

[illegible]

Experience

Total : _____
Total dépense : _____
dépense pour :

Derangement

Liens de Sang/ Vinculum

Лица	Товары	Лица	Товары

Combat

[illegible]