

Gangrel

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical	Social	Mental
Strength _____ 0000000000	Charisma _____ 0000000000	Perception _____ 0000000000
Dexterity _____ 0000000000	Manipulation _____ 0000000000	Intelligence _____ 0000000000
Stamina _____ 0000000000	Appearance _____ 0000000000	Wits _____ 0000000000

Abilities

Talents	Skills	Knowledges
Alertness _____ 0000000000	Animal Ken _____ 0000000000	Academics _____ 0000000000
Athletics _____ 0000000000	Crafts _____ 0000000000	Computer _____ 0000000000
Awareness _____ 0000000000	Drive _____ 0000000000	Finance _____ 0000000000
Brawl _____ 0000000000	Etiquette _____ 0000000000	Investigation _____ 0000000000
Empathy _____ 0000000000	Firearms _____ 0000000000	Law _____ 0000000000
Expression _____ 0000000000	Larceny _____ 0000000000	Medicine _____ 0000000000
Intimidation _____ 0000000000	Melee _____ 0000000000	Occult _____ 0000000000
Leadership _____ 0000000000	Performance _____ 0000000000	Politics _____ 0000000000
Streetwise _____ 0000000000	Stealth _____ 0000000000	Science _____ 0000000000
Subterfuge _____ 0000000000	Survival _____ 0000000000	Technology _____ 0000000000
_____ 0000000000	_____ 0000000000	_____ 0000000000

Advantages

Disciplines	Backgrounds	Virtues
_____ 0000000000	_____ 0000000000	Conscience/Conviction _____ 000000
_____ 0000000000	_____ 0000000000	Self-Control/Instinct _____ 000000
_____ 0000000000	_____ 0000000000	Courage _____ 000000
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	

Humanity/Path

000000000000
Bearing: _____ ()

Willpower

000000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
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Blood Per Turn: _____

Health

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

Weakness

Experience

Gangrel

Merits & Flaws

Merit	Cost

Flaw	Cost

Other Traits

	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO
	OOOOOOOO

Paths

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Rituals

Ritual	Level

History

Goals

Description

Age: _____	Hair: _____
Apparent Age: _____	Eyes: _____
R.I.P: _____	Height: _____
Sex: _____	Weight: _____
Race: _____	Nationality: _____

Allies & Contacts

Gear & Equipment

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal