

GANGREL

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Title:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Crafts _____ 00000000	Enigmas _____ 00000000
Awareness _____ 00000000	Etiquette _____ 00000000	Finance _____ 00000000
Brawl _____ 00000000	Firearms _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Larceny _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Streetwise _____ 00000000	Stealth _____ 00000000	Science _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Technology _____ 00000000
_____ 00000000	_____ 00000000	_____ 00000000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000000	_____ 00000000	Conscience/Conviction_ 00000
_____ 00000000	_____ 00000000	Self-Control/Instinct_ 00000
_____ 00000000	_____ 00000000	Courage _____ 00000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

← Humanity/Path →

000000000000

Bearing: _____ ()

← Willpower →

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← Blood Pool →

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Points Per Turn: _____

← Health →

Bruised _____ □

Hurt -1 _____ □

Injured -1 _____ □

Wounded -2 _____ □

Mauled -2 _____ □

Crippled -5 _____ □

Incapacitated _____ □

← Weakness →

← Experience →

