

# GANGREL

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Sire:  
Title:

## 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
Brawl _____ 00000000	Etiquette _____ 00000000	Finance _____ 00000000
Dodge _____ 00000000	Firearms _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Melee _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Performance _____ 00000000	Linguistics _____ 00000000
Intimidation _____ 00000000	Ride _____ 00000000	Medicine _____ 00000000
Leadership _____ 00000000	Security _____ 00000000	Occult _____ 00000000
Streetwise _____ 00000000	Stealth _____ 00000000	Politics _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Science _____ 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	

### Other Traits

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### Humanity/Path

O O O O O O O O O O

### Willpower

O O O O O O O O O O  
 □ □ □ □ □ □ □ □ □ □

### Bloodpool

□ □ □ □ □ □ □ □ □ □  
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POINTS PER TURN: \_\_\_\_\_

### Health

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

### Weakness

Gain Animal Feature With Every Frenzy

### Experience



# GANGREL

## OTHER TRAITS

_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000

## PATHS

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

## RITUALS

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## LANGUAGES

_____
_____
_____
_____

## DERANGEMENTS

_____
_____
_____
_____

## MERITS & FLAWS

Merit	Cost	Flaw	Cost
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## HISTORY

_____
_____
_____
_____

## Goals

_____
_____

## DESCRIPTION

_____
_____

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

## ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____

## GEAR & EQUIPMENT

_____
_____
_____
_____

