

# 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  
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### Humanity/Path

O O O O O O O O O O

### Willpower

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### 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

## MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus

## RITUALS

Name	Level

## PATHS

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	00000
	00000
	00000
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## ANIMALISTIC FEATURES

Animalistic Feature: \_\_\_\_\_  
 \_\_\_\_\_  
 Concealable?: \_\_\_\_\_  
 Added Feats: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Animalistic Feature: \_\_\_\_\_  
 \_\_\_\_\_  
 Concealable?: \_\_\_\_\_  
 Added Feats: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Experience

Total: \_\_\_\_\_  
 Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Derangements

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Languages

\_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## Armor

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# GANGREL

## EXPANDED BACKGROUNDS

Allies

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Contacts

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Fame

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Herd

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Influence

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Mentor

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Resources

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Retainers

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Status

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Other(\_\_\_\_\_)

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## POSSESSIONS

Gear(Carried)

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Feeding Grounds

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Equipment(Owned)

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Vehicles

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## BLOODBONDS

Bound To

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Rating

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Bound To

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Rating

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## HAVENS

Location

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Description

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# GANGREL

## HISTORY

Prelude

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Goals

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## DESCRIPTION

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
R.I.D.: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

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## VISUALS

Coterie Chart

Character Sketch

