



Gangrel

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

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