

GANGREL

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Wing:
Title:
Sire:

ATTRIBUTES

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | 00000 | Strength | 00000 | Presence | 00000 |
| FINESSE | Wits | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| RESISTANCE | Resolve | 00000 | Stamina | 00000 | Composure | 00000 |

SKILLS

OTHER TRAITS

MENTAL (-3 UNSKILLED)

| | |
|---------------|-------|
| Academics | 00000 |
| Crafts | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Religion | 00000 |
| Warfare | 00000 |

DISCIPLINES

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

HEALTH

| |
|----------------|
| 00000000000000 |
| □□□□□□□□□□□□ |

WILLPOWER

| |
|--------------|
| 000000000000 |
| □□□□□□□□□□ |

BLOOD POTENCY

| |
|--------------|
| 000000000000 |
|--------------|

PHYSICAL (-1 UNSKILLED)

| | |
|-----------|-------|
| Archery | 00000 |
| Athletics | 00000 |
| Brawl | 00000 |
| Larceny | 00000 |
| Ride | 00000 |
| Stealth | 00000 |
| Survival | 00000 |
| Weaponry | 00000 |

MERITS

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

VITAE

| |
|------------|
| □□□□□□□□□□ |
| □□□□□□□□□□ |

HUMANITY

| | | |
|----|-------|---|
| 10 | _____ | 0 |
| 9 | _____ | 0 |
| 8 | _____ | 0 |
| 7 | _____ | 0 |
| 6 | _____ | 0 |
| 5 | _____ | 0 |
| 4 | _____ | 0 |
| 3 | _____ | 0 |
| 2 | _____ | 0 |
| 1 | _____ | 0 |

SOCIAL (-1 UNSKILLED)

| | |
|--------------|-------|
| Animal Ken | 00000 |
| Empathy | 00000 |
| Expression | 00000 |
| Intimidation | 00000 |
| Persuasion | 00000 |
| Socialize | 00000 |
| Streetwise | 00000 |
| Subterfuge | 00000 |

FLAWS

| |
|-------|
| _____ |
| _____ |
| _____ |

WEAKNESS

For Int. & Wits the 10-again rule does not apply, and any 1's rolled subtract from successes.

Size: _____
Speed: _____
Defense: _____
Armor: _____
Integrity: _____
Initiative Mod: _____
Experience: _____

GANGREL

OTHER TRAITS

| | | |
|-------|-------|-------|
| 00000 | 00000 | 00000 |
| 00000 | 00000 | 00000 |
| 00000 | 00000 | 00000 |
| 00000 | 00000 | 00000 |

DEVOTIONS

| | | | |
|--------------------|-------------|--------------------|-------------|
| Name: _____ | Cost: _____ | Name: _____ | Cost: _____ |
| Book: _____ | Page# _____ | Book: _____ | Page# _____ |
| Disciplines: _____ | | Disciplines: _____ | |

| | |
|------------------|------------------|
| Dice Pool: _____ | Dice Pool: _____ |
| System: _____ | System: _____ |

| | | | |
|--------------------|-------------|--------------------|-------------|
| Name: _____ | Cost: _____ | Name: _____ | Cost: _____ |
| Book: _____ | Page# _____ | Book: _____ | Page# _____ |
| Disciplines: _____ | | Disciplines: _____ | |

| | |
|------------------|------------------|
| Dice Pool: _____ | Dice Pool: _____ |
| System: _____ | System: _____ |

RITUALS

| Name | Level | Name | Level |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

COMBAT

| Weapon/Attack | Damage | Range | Ammo | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

GANGREL

EXPANDED MERITS

ALLIES

PATRON

CONTACTS

RESOURCES

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

MISC.

HAVEN

LOCATION

DESCRIPTION



