

Dark Ages 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	Archery _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Commerce _____ 00000000	Investigation _____ 00000000
Dodge _____ 00000000	Crafts _____ 00000000	Law _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Linguistics _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000



ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 000000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 000000
_____ 00000000	_____ 00000000	Courage _____ 000000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

Merits & Flaws

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

Road

_____ 00000000000
 Aura: _____ ()

Willpower

_____ 00000000000

Bloodpool

 Points Per Turn: _____

Health

Bruised	<input type="checkbox"/>
Hurt	-1 <input type="checkbox"/>
Injured	-1 <input type="checkbox"/>
Wounded	-2 <input type="checkbox"/>
Mauled	-2 <input type="checkbox"/>
Crippled	-5 <input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

Weakness

_____ Gains Animal Feature with
 each Frenzy.

Experience

Dark Ages GANGREL™

PERSONAL INFORMATION

Sire: _____ Haven: _____ Domain: _____
Overlord: _____
Vassals: _____

Discipline Technique:

Name: _____ Source/ Page: _____ System: _____

Rituals:

Name: _____ Source/ Page: _____ System: _____

Moments of Truth:

Goals & Plots:

COTERIE INFORMATION

Other Cainites:

Name: _____ Clan: _____ Player: _____ Thoughts: _____

Background Pool:

Background: _____ Contributed by: _____ Rating: _____ Description: _____

