

GANGREL

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

GENERATION:
TITLE:
SIRE:

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
Awareness _____ 00000000
Brawl _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Legerdemain _____ 00000000
Subterfuge _____ 00000000
_____ 00000000

SKILLS

Animal Ken _____ 00000000
Archery _____ 00000000
Commerce _____ 00000000
Crafts _____ 00000000
Etiquette _____ 00000000
Melee _____ 00000000
Performance _____ 00000000
Ride _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000
_____ 00000000

KNOWLEDGES

Academics _____ 00000000
Enigmas _____ 00000000
Hearth Wisdom _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Seneschal _____ 00000000
Theology _____ 00000000
_____ 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

OTHER TRAITS

ROAD

0000000000
Aura: _____ ()
=====WILLPOWER=====
0000000000
□□□□□□□□□□
=====BLOOD POOL=====
□□□□□□□□□□
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HEALTH

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

WEAKNESS

