

# GANGREL

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 DEMEANOR:  
 CONCEPT:

GENERATION:  
 TITLE:  
 SIRE:

## ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 000000000	Charisma _____ 000000000	Perception _____ 000000000
Dexterity _____ 000000000	Manipulation _____ 000000000	Intelligence _____ 000000000
Stamina _____ 000000000	Appearance _____ 000000000	Wits _____ 000000000

## ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 000000000	Animal Ken _____ 000000000	Academics _____ 000000000
Athletics _____ 000000000	Archery _____ 000000000	Enigmas _____ 000000000
Awareness _____ 000000000	Commerce _____ 000000000	Hearth Wisdom _____ 000000000
Brawl _____ 000000000	Crafts _____ 000000000	Investigation _____ 000000000
Empathy _____ 000000000	Etiquette _____ 000000000	Law _____ 000000000
Expression _____ 000000000	Melee _____ 000000000	Medicine _____ 000000000
Intimidation _____ 000000000	Performance _____ 000000000	Occult _____ 000000000
Leadership _____ 000000000	Ride _____ 000000000	Politics _____ 000000000
Legerdemain _____ 000000000	Stealth _____ 000000000	Seneschal _____ 000000000
Subterfuge _____ 000000000	Survival _____ 000000000	Theology _____ 000000000
_____ 000000000	_____ 000000000	_____ 000000000

## ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ 000000000	_____ 000000000	Conscience/Conviction _____ 00000
_____ 000000000	_____ 000000000	Self-Control/Instinct _____ 00000
_____ 000000000	_____ 000000000	Courage _____ 00000
_____ 000000000	_____ 000000000	
_____ 000000000	_____ 000000000	

### OTHER TRAITS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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### ROAD

\_\_\_\_\_  
 000000000000  
 Aura: \_\_\_\_\_ ( )

### WILLPOWER

\_\_\_\_\_  
 000000000000  
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### BLOOD POOL

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### 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

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