

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

ROAD

 000000000000
 Aura: _____ ()

WILLPOWER

 000000000000
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BLOOD POOL

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HEALTH

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

WEAKNESS

GANGREL

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000

RITUALS

PATHS

NAME	LEVEL	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

EXPERIENCE

DERANGEMENTS

Total: _____	Total Spent: _____	_____
Spent On: _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

GANGREL

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAME

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION
