

Gangrel

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical	Social	Mental
Strength _____ 0000000000	Charisma _____ 0000000000	Perception _____ 0000000000
Dexterity _____ 0000000000	Manipulation _____ 0000000000	Intelligence _____ 0000000000
Stamina _____ 0000000000	Appearance _____ 0000000000	Wits _____ 0000000000

Abilities

Talents	Skills	Knowledges
Alertness _____ 0000000000	Animal Ken _____ 0000000000	Academics _____ 0000000000
Athletics _____ 0000000000	Crafts _____ 0000000000	Computer _____ 0000000000
Awareness _____ 0000000000	Drive _____ 0000000000	Finance _____ 0000000000
Brawl _____ 0000000000	Etiquette _____ 0000000000	Investigation _____ 0000000000
Empathy _____ 0000000000	Firearms _____ 0000000000	Law _____ 0000000000
Expression _____ 0000000000	Larceny _____ 0000000000	Medicine _____ 0000000000
Intimidation _____ 0000000000	Melee _____ 0000000000	Occult _____ 0000000000
Leadership _____ 0000000000	Performance _____ 0000000000	Politics _____ 0000000000
Streetwise _____ 0000000000	Stealth _____ 0000000000	Science _____ 0000000000
Subterfuge _____ 0000000000	Survival _____ 0000000000	Technology _____ 0000000000
_____ 0000000000	_____ 0000000000	_____ 0000000000

Advantages

Disciplines	Backgrounds	Virtues
_____ 0000000000	_____ 0000000000	Conscience/Conviction _____ 000000
_____ 0000000000	_____ 0000000000	Self-Control/Instinct _____ 000000
_____ 0000000000	_____ 0000000000	Courage _____ 000000
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	

Humanity/Path

0 0 0 0 0 0 0 0 0 0 0 0

Bearing: _____ ()

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

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Blood Pool

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Blood 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

Experience