

Gangrel

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Generation:

Sire:

Title:

Attributes

Physical

Strength_____0000000000
Dexterity_____0000000000
Stamina_____0000000000

Social

Charisma_____0000000000
Manipulation_____0000000000
Appearance_____0000000000

Mental

Perception_____0000000000
Intelligence_____0000000000
Wits_____0000000000

Abilities

Talents

Alertness_____0000000000
Athletics_____0000000000
Awareness_____0000000000
Brawl_____0000000000
Empathy_____0000000000
Expression_____0000000000
Intimidation_____0000000000
Leadership_____0000000000
Streetwise_____0000000000
Subterfuge_____0000000000
_____0000000000

Skills

Animal Ken_____0000000000
Crafts_____0000000000
Drive_____0000000000
Etiquette_____0000000000
Firearms_____0000000000
Larceny_____0000000000
Melee_____0000000000
Performance_____0000000000
Stealth_____0000000000
Survival_____0000000000
_____0000000000

Knowledges

Academics_____0000000000
Computer_____0000000000
Finance_____0000000000
Investigation_____0000000000
Law_____0000000000
Medicine_____0000000000
Occult_____0000000000
Politics_____0000000000
Science_____0000000000
Technology_____0000000000
_____0000000000

Advantages

Disciplines

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Backgrounds

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Humanity/Path

_____0000000000
Bearing:_____ ()

Willpower

_____0000000000
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Blood Pool

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Blood Per Turn:_____

Health

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

Weakness

Experience

Gangrel

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

0000000000		0000000000		0000000000
0000000000		0000000000		0000000000
0000000000		0000000000		0000000000
0000000000		0000000000		0000000000

Rituals

Paths

Name	Level	
		00000
		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)

Feeding Grounds

Equipment(Owned)

Vehicles

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Havens

Location

Description

Gangrel

History

Prelude

Goals

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Coterie Chart

Character Sketch

