

GANGREL

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Wing:
Title:
Sire:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Religion	00000
Warfare	00000

PHYSICAL (-1 UNSKILLED)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Ride	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL (-1 UNSKILLED)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

DISCIPLINES

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MERITS

00000
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FLAWS

WEAKNESS

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□
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HUMANITY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Size: _____
Speed: _____
Defense: _____
Armor: _____
Integrity: _____
Initiative Mod: _____
Experience: _____

ALLIES

GANGREL

CONTACTS

OTHER TRAITS

HISTORY

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GOALS

RITUALS

Name Level

DESCRIPTION

Age: _____ Hair: _____
Apparent Age: _____ Eyes: _____
R.I.P: _____ Height: _____
Sex: _____ Weight: _____
Race: _____ Nationality: _____

DERANGEMENTS

COMBAT

Weapon/Attack	Dice Mod.	Range	Ammo	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

LANGUAGES

EQUIPMENT

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____