

GANGREL

NAME:
PLAYER:
CHRONICLE:

MASK:
DIRGE:
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

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

MERITS

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

ASPIRATIONS

| |
|-------|
| _____ |
| _____ |

CONDITIONS

| |
|-------|
| _____ |
| _____ |

HEALTH

| |
|--------------------|
| 000000000000000000 |
| □□□□□□□□□□□□□□ |

WILLPOWER

| |
|------------|
| 0000000000 |
| □□□□□□□□ |

BLOOD POTENCY

| |
|------------|
| 0000000000 |
|------------|

VITAE

| |
|----------|
| □□□□□□□□ |
| □□□□□□□□ |

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: _____
 INITIATIVE MOD: _____
 BEATS: □ □ □ □ □
 EXPERIENCES: _____

GANGREL

OTHER TRAITS

| | | | | | |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

DEVOTIONS

| | | | |
|--------------------|-------------|--------------------|-------------|
| NAME: _____ | COST: _____ | NAME: _____ | COST: _____ |
| DISCIPLINES: _____ | | DISCIPLINES: _____ | |

| | |
|-------------------------|-------------------------|
| DICE POOL: _____ | DICE POOL: _____ |
| BOOK: _____ PAGE# _____ | BOOK: _____ PAGE# _____ |

| | | | |
|--------------------|-------------|--------------------|-------------|
| NAME: _____ | COST: _____ | NAME: _____ | COST: _____ |
| DISCIPLINES: _____ | | DISCIPLINES: _____ | |

| | |
|-------------------------|-------------------------|
| DICE POOL: _____ | DICE POOL: _____ |
| BOOK: _____ PAGE# _____ | BOOK: _____ PAGE# _____ |

RITUALS

| NAME | LEVEL | NAME | LEVEL |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

COMBAT

| WEAPON/ATTACK | DAMAGE | RANGE | AMMO | SIZE | STRENGTH | COST |
|---------------|--------|-------|------|------|----------|------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

ARMOR

RATING: _____

STRENGTH: _____

DEFENSE: _____

SPEED: _____

DESCRIPTION: _____

GANGREL

EXPANDED MERITS

ALLIES

PATRON

CONTACTS

RESOURCES

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

MISC.

HAVEN

LOCATION

DESCRIPTION

GANGREL

HISTORY

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

R.I.P.: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

