

GANGREL

SAVAGE AND MACABRE

Name:
Player:
Chronicle:

Concept:
Virtue:
Vice:

Clan:
Covenant:
Coterie:

Attributes

power

intelligence ●○○○○

strength ●○○○○

presence ●○○○○

finesse

wits ●○○○○

dexterity ●○○○○

manipulation ●○○○○

resistance

resolve ●○○○○

stamina ●○○○○

composure ●○○○○

Skills

mental

(-3 unskilled)

Academics _____ ○○○○○
 Computer _____ ○○○○○
 Crafts _____ ○○○○○
 Investigation _____ ○○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ○○○○○
 Science _____ ○○○○○

physical

(-1 unskilled)

Athletics _____ ○○○○○
 Brawl _____ ○○○○○
 Drive _____ ○○○○○
 Firearms _____ ○○○○○
 Larceny _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○
 Weaponry _____ ○○○○○

social

(-1 unskilled)

Animal Ken _____ ○○○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Persuasion _____ ○○○○○
 Socialize _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

Other Traits

merits

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

flaws

disciplines

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
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health

○○○○○○○○○○○○○○
 □□□□□□□□□□□□

willpower

○○○○○○○○○○○○
 □□□□□□□□□□

vitae

□□□□□□□□□□
 □□□□□□□□□□

Vitae/per turn _____

blood potency

○○○○○○○○○○○○

humanity

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

equipment

Size _____ [5 for adult human-sized kindred]
 Defense _____ [lowest of dexterity or wits]
 Initiative Mod _____ [dexterity+composure]
 Speed _____ [strength+dexterity+5]
 Experience _____
 Armor _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

