

Gangrel

Character:

Player:

Archetype:

Title:

Setting/Sect:

Character Portrait

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical Bonus Attributes ☐ Strength ☐ Dexterity ☐ StaminaSocial Bonus Attributes ☐ Charisma ☐ Manipulation ☐ AppearanceMental Bonus Attributes ☐ Perception ☐ Intelligence ☐ Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics Animal Ken Athletics Awareness Brawl Computer Crafts Crafts Dodge Drive Empathy Firearms Intimidation Investigation Leadership Linguistics Lore Medicine Melee Occult Performance Performance Science Science Security Stealth Streetwise Subterfuge Survival

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

1	2	3	4	5	6	7
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Morality

(Characters begin on Humanity, with a Morality of 5.)

1	2	3	4	5	6
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Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐ ☐ ☐Injured ☐ ☐ ☐Incapacitated ☐ ☐ ☐

Status

Common Test Pools

Initiative:

Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

☐ 1 Beast Trait

Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

☐ 2 Beast Traits

Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

☐ 3 Beast Traits

Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

☐ 4 Beast Traits

Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

☐ 5 Beast Traits

Lose a permanent point of Morality.