

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 00000 00000Bonus Attributes 00000☐ Strength ☐ Dexterity ☐ StaminaSocial 00000 00000Bonus Attributes 00000☐ Charisma ☐ Manipulation ☐ AppearanceMental 00000 00000Bonus Attributes 00000☐ 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 00000Animal Ken 00000Athletics 00000Awareness 00000Brawl 00000Computer 00000Crafts 00000Crafts 00000Dodge 00000Drive 00000Empathy 00000Firearms 00000Intimidation 00000Investigation 00000Leadership 00000Linguistics 00000Lore 00000Medicine 00000Melee 00000Occult 00000Performance 00000Performance 00000Science 00000Science 00000Security 00000Stealth 00000Streetwise 00000Subterfuge 00000Survival 00000 00000

Backgrounds

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

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Disciplines

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

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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.)

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

Willpower

(Characters begin play with 6 Willpower.)

 1 2 3 4 5 6 7

Morality

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

 1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

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

Status

Common Test Pools

Initiative:

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

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.