

Gangrel

Setting/Sect:

ATTRIBUTES

☐ Perception ☐ Intelligence ☐ Wits

SKILLS

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Backgrounds

DI 1

Disciplines

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Merits & Flaws

Blood

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

Willpower

1 2 3 4 5 6 7

Morality

1 2 3 4 5 6

Health Levels

Incapacitated ☐ ☐ ☐

Common Test Pools

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Beast Traits

☐ 5 Beast Traits
Lose a permanent point of Morality.

Status

Difficulty Scale: Easy -5, Standard -8, Difficult -15, Challenging -20, Epic -30