



Mariner Gangrel

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ 00000000
Athletics _____ 00000000
Brawl _____ 00000000
Dodge _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000

Animal Ken _____ 00000000
Crafts _____ 00000000
Drive _____ 00000000
Etiquette _____ 00000000
Firearms _____ 00000000
Melee _____ 00000000
Performance _____ 00000000
Security _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000

Academics _____ 00000000
Computer _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Linguistics _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Conscience/Conviction_ 00000
Self-Control/Instinct__ 00000
Courage _____ 00000

OTHER TRAITS

HUMANITY/PATH

HEALTH

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
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POINTS PER TURN: _____

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

WEAKNESS

Gain Animal Feature With Every Frenzy.
Lose social attribute for every 3 animal flaws

EXPERIENCE



Mariner Gangrel

OTHER TRAITS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

PATHS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES

DERANGEMENTS

MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS

DESCRIPTION

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
R.I.P: _____	HEIGHT: _____
SEX: _____	WEIGHT: _____
RACE: _____	NATIONALITY: _____

ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

GEAR & EQUIPMENT

