

GANGREL

SAVAGE AND MACABRE

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Bloodline:
 Covenant:
 Title:

ATTRIBUTES

power	Intelligence	00000	Strength	00000	Presence	00000
finesse	Wits	00000	Dexterity	00000	Manipulation	00000
resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

OTHER TRAITS

DISCIPLINES

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

MERITS

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

FLAWS

WEAKNESS

HEALTH

00000000000000

□□□□□□□□□□□□

WILLPOWER

000000000000

□□□□□□□□□□

BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□

□□□□□□□□□□

HUMANITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____
 Experience: _____

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 humansized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll



GANGREL

SAVAGE AND MACABRE

OTHER TRAITS

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

DEVOTIONS

Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____
Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____
Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____	Name: _____ Cost: _____ Disciplines: _____ _____ Dice Pool: _____ Book: _____ Page# _____

RITUALS

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____



GANGREL

SAVAGE AND MACABRE

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

VEHICLES

MISC

VINCULUM

Bound To	Stage
_____	_____
_____	_____
_____	_____

Bound To	Stage
_____	_____
_____	_____
_____	_____

HAVEN

LOCATION

DESCRIPTION



GANGREL

SAVAGE AND MACABRE

HISTORY

GOALS

DESCRIPTION

Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
R.I.P: _____	_____
Hair: _____	_____
Eyes: _____	_____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

