

# GANGREL

SAVAGE AND MACABRE

Name: \_\_\_\_\_  
 Player: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_

Virtue: \_\_\_\_\_  
 Vice: \_\_\_\_\_  
 Concept: \_\_\_\_\_

Regnants Bloodline: \_\_\_\_\_  
 Regnants Covenant: \_\_\_\_\_  
 Family: \_\_\_\_\_

## 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

_____
_____
_____

### MAIN DUTIES

_____
_____
_____

### HEALTH

00000000000000  
 □□□□□□□□□□□□

### WILLPOWER

000000000000  
 □□□□□□□□□□

### VITAE

□□□□□□□□□□  
 □□□□□□□□□□  
 Vitae Per Turn: \_\_\_\_\_

### MORALITY

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) • Note Regnants Clan • Note Regnants Covenant • Choose Family if desired • Disciplines 2 (Two dots from Regnants clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs twopoints) • Health=Stamina + Size  
 • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits  
 • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7 • Vitae = d10 roll

