



# Gangrel™

## VAMPIRE: The Masquerade®

**Name:**

**Nature:**

**Sire:**

**Player:**

**Demeanor:**

**Generation:**

**Chronicle:**

**Concept:**

**Haven:**

### Attributes

#### Physical

Strength ●○○○○○○○  
 Dexterity ●○○○○○○○  
 Stamina ●○○○○○○○

#### Social

Charisma ●○○○○○○○  
 Manipulation ●○○○○○○○  
 Appearance ●○○○○○○○

#### Mental

Perception ●○○○○○○○  
 Intelligence ●○○○○○○○  
 Wits ●○○○○○○○

### Abilities

#### Talents

Acting ○○○○○○○○  
 Alertness ○○○○○○○○  
 Athletics ○○○○○○○○  
 Brawl ○○○○○○○○  
 Dodge ○○○○○○○○  
 Empathy ○○○○○○○○  
 Intimidation ○○○○○○○○  
 Leadership ○○○○○○○○  
 Streetwise ○○○○○○○○  
 Subterfuge ○○○○○○○○

#### Skills

Animal Ken ○○○○○○○○  
 Drive ○○○○○○○○  
 Etiquette ○○○○○○○○  
 Firearms ○○○○○○○○  
 Melee ○○○○○○○○  
 Music ○○○○○○○○  
 Repair ○○○○○○○○  
 Security ○○○○○○○○  
 Stealth ○○○○○○○○  
 Survival ○○○○○○○○

#### Knowledges

Bureaucracy ○○○○○○○○  
 Computer ○○○○○○○○  
 Finance ○○○○○○○○  
 Investigation ○○○○○○○○  
 Law ○○○○○○○○  
 Linguistics ○○○○○○○○  
 Medicine ○○○○○○○○  
 Occult ○○○○○○○○  
 Politics ○○○○○○○○  
 Science ○○○○○○○○

### Advantages

#### Disciplines

Animalism ○○○○○○○○  
 Fortitude ○○○○○○○○  
 Protean ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

#### Backgrounds

\_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

#### Virtues

Conscience ●○○○○○  
 Self-Control ●○○○○○  
 Courage ●○○○○○

#### Other Traits

\_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

#### Humanity

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 □ □ □ □ □ □ □ □ □ □

#### Blood Pool

□ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □

#### Health

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

#### Weakness

*Gain Animal Feature  
with each Frenzy*

Attributes: 7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)





VAMPIRE: The Masquerade®

**Merits & Flaws**

Merit	Type	Cost	Flaw	Type	Bonus

**Experience**

**TOTAL:** \_\_\_\_\_ **TOTAL SPENT:** \_\_\_\_\_  
**Gained From:** \_\_\_\_\_ **Spent On:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Rituals**

Name	Level

**Derangements**

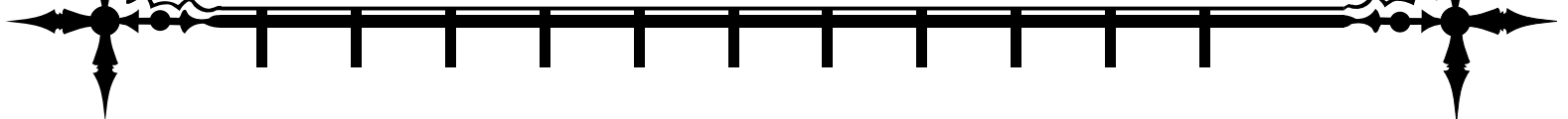
Name

**Combat**

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

**Armor:** \_\_\_\_\_





# Gangrel™

VAMPIRE: The Masquerade®

## Expanded Background

**Allies**

---

---

---

**Clan Prestige**

---

---

---

**Contacts, Minor**

---

---

---

**Contacts, Major**

---

---

---

**Herd**

---

---

---

**Influence**

---

---

---

**Mentor**

---

---

---

**Resources**

---

---

---

**Retainers**

---

---

---

**Status**

---

---

---

## Possessions

**Gear (Carried)**

---

---

---

---

---

**Equipment (Owned)**

---

---

---

---

---

**Feeding Grounds**

---

---

---

**Vehicles**

---

---

---

## Havens

**Location**

---

---

---

**Description**

---

---

---





# Gangrel™



VAMPIRE: The Masquerade®

## History Prelude

Lined writing area for History Prelude.

## Appearance

Age \_\_\_\_\_  
 Apparent Age \_\_\_\_\_  
 Date of Birth \_\_\_\_\_  
 RIP \_\_\_\_\_  
 Hair \_\_\_\_\_  
 Eyes \_\_\_\_\_  
 Race \_\_\_\_\_  
 Nationality \_\_\_\_\_  
 Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Sex \_\_\_\_\_

### Animal Features

**Lose one point of Social Attributes for every five animal features**

## Visuals

**Coterie Chart**

**Character Sketch**

