



# Gangrel™

Antitribu®

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 ○○○○○○○○  
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### Backgrounds

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### Virtues

Callousness ●○○○○○  
 Instincts ●○○○○○  
 Morale ●○○○○○

### Other Traits

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### Willpower

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### Blood Pool

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### Health

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

### Weakness

*Gain Animal Feature with each Frenzy*



### VAMPIRE: The Masquerade®

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Experience

**TOTAL:** \_\_\_\_\_  
**Gained From:** \_\_\_\_\_

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

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## Rituals

Name	Level

## Derangements

Name

## Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

### Brawling Table

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**

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**Influence**

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**Clan Prestige**

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**Mentor**

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**Contacts, Minor**

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**Resources**

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**Contacts, Major**

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**Retainers**

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**Herd**

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**Status**

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## Possessions

**Gear (Carried)**

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**Equipment (Owned)**

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**Feeding Grounds**

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**Vehicles**

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## Havens

**Location**

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**Description**

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