

# Gangrel

Name: Gail Inslee  
 Player: Jessica Orsini  
 Cam #: US2006037576

Virtue: Fortitude  
 Vice: Wrath  
 Concept: Radical Tree-Hugger

Covenant: Keepers of the Outlands\*  
 Lineage: Ravenscarred  
 Sire: Jesse Smith

## ATTRIBUTES

POWER	Intelligence	●●●○○○○○	Strength	●●●○○○○○	Presence	●●●○○○○○
FINESSE	Wits	●●○○○○○○	Dexterity	●●○○○○○○	Manipulation	●●○○○○○○
RESISTANCE	Resolve	●●●●○○○○	Stamina	●●●○○○○○	Composure	●●●●○○○○

## SKILLS

### MENTAL (-3 Unskilled)

Academics	●●●○○○
Crafts	●○○○○○
Computer	●○○○○○
Investigation	●●○○○○
Medicine	●○○○○○
Occult	●○○○○○
Politics	●●○○○○
Science	●○○○○○
Forestry	●○○○○○

### PHYSICAL (-1 Unskilled)

Athletics	●●●○○○
Brawl	●●●○○○
Drive	●○○○○○
Firearms	●○○○○○
Larceny	●○○○○○
Stealth	●●○○○○
Moving in Woods	●●○○○○
Survival	●●●○○○
Tracking	●●●○○○
Weaponry	●○○○○○
Tree Spike/Stake	●○○○○○

### SOCIAL (-1 Unskilled)

Animal Ken	●○○○○○
Empathy	●●○○○○
Expression	●○○○○○
Intimidation	●●○○○○
Persuasion	●○○○○○
Leadership	●○○○○○
Socialize	●○○○○○
Streetwise	●○○○○○
Subterfuge	●○○○○○

### SOCIAL TITLES

OathSister  
 Captain, Boone County Outpost

## OTHER TRAITS

### DISCIPLINES

\*=uses Willpower    ◆=uses Vitae

Auspex	●○○○○○
Animalism	●●●◆◆◆
Celerity	◆◆○○○○
Protean	◆◆◆◆◆◆
Resilience	●●●○○○

### PROTEAN HAVENS & FORMS

Havens: Soil, Wood  
 Forms: Wolf, Spotted Owl, Raven

### DEVOTIONS

Trackless Step

### MERITS

Allies (Mark Haim)	●○○○○○
Anonymity	●●●○○○
Contacts	●●●○○○
(Environmentalists, Forgers)	●●●○○○
Danger Sense	●●●○○○
Direction Sense	●○○○○○
Fast Reflexes	●●●○○○
Fighting Style: Kung Fu	●●●○○○
Haven: Security (Outpost)	●●●○○○
Haven: Size (Outpost)	●●●○○○
Language (Russian)	●○○○○○
Meditative Mind	●○○○○○
Outdoorsman	●●●○○○
Parkour	●●●○○○
Resources	●●●○○○
Status: Gangrel	●●●○○○
Status: Columbia, Missouri	●○○○○○
Striking Looks	●●●○○○

### CLAN WEAKNESS

The more she feels the call of the Beast, the more Bestial she becomes.  
 (For Int. & Wits the 10-again rule does not apply. Additionally, any 1s subtract from successes.)

### HEALTH

●●●●●●●●●●◆◆○○○○○  
 □□□□□□□□□□□□□□

### WILLPOWER

●●●●●●●●○○○  
 □□□□□□□□□□

### BLOOD POTENCY

●○○○○○○○○○

### VITÆ

□□□□□□□□□□  
 Vitæ Per Turn: 1

### HUMANITY

10	○
9	○
8	○
7	●
6	●
5	●
4	●
3	●
2	●
1	●

Size: 5

Acting Speed: 5 (6 w/ Celerity)

Running Speed: 12 (26 w/ Celerity)

Defense: 2

Armor: 0/0

Initiative Mod: 9 (10 w/ Celerity)

\* The Keepers of the Outlands are not globally recognized as a covenant; Gail is considered to be Unaligned (whether she likes it or not) in any city that does not recognize the Outlanders.

## HOME VENUE INFORMATION

VSS: Only the Good Die Young  
 Domain: MO-017-D  
 VST: Khri Phillips  
 VST Cam#: US2007049723  
 VST Email: requiem.vst.karnival@gmail.com

## APPROVALS

USA-GL-LR-0710-80537	Protean ●●● Shape of the Beast form: Spotted Owl
USA-GL-LR-0711-82660	Protean ●●● Shape of the Beast form: Raven
USA-GL-LR-0712-83578	Auspex ● Heightened Senses
USA-GL-LR-0712-84175	Ravenscarred Lineage (Grandfathered)
USA-GL-LR-0801-84782	Overcap XP from GLaRE 2008
USA-GL-LR-0801-84818	Clan (Gangrel) Status ●●● (Valued)

## CREATION LOG

Attributes (5/4/3)	Primary Physical: 3 Strength, 2 Stamina Secondary Mental: 1 Intelligence, 3 Resolve Tertiary Social: 1 Presence, 2 Composure
Skills (11/7/4)	Primary Physical: 4 Athletics, 3 Brawl, 4 Survival Secondary Mental: 3 Academics, 2 Investigation, 1 Politics, 1 Science Tertiary Social: 1 Animal Ken, 2 Empathy, 1 Subterfuge
Specializations (3)	Athletics (Parkour), Stealth (Moving in Woods), Survival (Tracking)
Merits (7)	3 Fighting Style: Kung-Fu, 1 Allies (Mark Haim), 3 Anonymity
Clan Attribute (1)	Composure
Disciplines (3)	3 Animalism

### EXPERIENCE GAINED AND SPENT

Date	Trait/Exp. Type	Rank	Gain/Cost	Balance	Date	Trait/Exp. Type	Rank	Gain/Cost	Balance
9 Oct 2007	Creation Points	-	30	30	27 Oct 2007	Session in Columbia	-	3	8
9 Oct 2007	MC 1-7	-	220	250	3 Nov 2007	Session in Kansas City	-	5	13
9 Oct 2007	Good Death Award, Sarah O'Neally	-	5	255	9 Nov 2007	Shape of the Beast: Raven	-	-3	10
9 Oct 2007	Intelligence	3	-15	240	9 Nov 2007	Haven of Soil: Wood	-	-3	7
9 Oct 2007	Wits	2	-10	230	9 Nov 2007	Haven: Size (Outpost)	2	-6	1
9 Oct 2007	Dexterity	2,3	-25	205	9 Nov 2007	Downtime Report	-	3	4
9 Oct 2007	Presence	3	-15	190	19 Nov 2007	MC 8	-	20	24
9 Oct 2007	Manipulation	2	-10	180	24 Nov 2007	Session in Columbia	-	2	26
9 Oct 2007	Crafts	1	-3	177	1 Dec 2007	Session in Kansas City	-	5	31
9 Oct 2007	Computer	1	-3	174	4 Dec 2007	Haven: Security (Outpost)	2	-6	25
9 Oct 2007	Medicine	1	-3	171	4 Dec 2007	Auspex	1	-7	18
9 Oct 2007	Drive	1	-3	168	4 Dec 2007	Downtime Report	-	3	21
9 Oct 2007	Firearms	1	-3	165	22 Dec 2007	Session in Columbia	-	1	22
9 Oct 2007	Larceny	1	-3	162	29 Dec 2007	Outlander Status stricken per Addendum	-	2	24
9 Oct 2007	Stealth	1,2	-9	153	4 Jan 2008	GLaRE (2 OC allowed)	-	4	28
9 Oct 2007	Expression	1	-3	150	8 Jan 2008	Animalism	4	-20	8
9 Oct 2007	Intimidation	1,2	-9	141	8 Jan 2008	Resources	2	-4	4
9 Oct 2007	Persuasion	1	-3	138	8 Jan 2008	Downtime Report	-	3	7
9 Oct 2007	Socialize	1	-3	135	12 Jan 2008	Session (Columbia)	-	1	8
9 Oct 2007	Streetwise	1	-3	132	19 Jan 2008	Session (St. Louis)	-	4	12
9 Oct 2007	Protean	1,2,3,4	-50	82	8 Feb 2008	Downtime Report	-	3	15
9 Oct 2007	Shape of the Beast: Wolf	-	free	82	15 Feb 2008	Parkour	3	-6	9
9 Oct 2007	Shape of the Beast: Spotted Owl	-	-3	79	16 Feb 2008	Session (St. Louis)	-	4	13
9 Oct 2007	Resilience	1,2,3	-30	49	18 Feb 2008	MC 9	-	60	73
9 Oct 2007	Celerity	1	-7	42	18 Feb 2008	Animalism	5	-25	48
9 Oct 2007	Contacts (Environmentalists)	1,2	-6	36	18 Feb 2008	Protean	5	-25	23
9 Oct 2007	Danger Sense	2	-4	32	18 Feb 2008	Downtime Report	-	2	25
9 Oct 2007	Direction Sense	1	-2	30	23 Feb 2008	Session (Columbia)	-	1	26
9 Oct 2007	Fast Reflexes	2	-4	26	26 Feb 2008	MC 10 & 11 (Loan for DC office)	-	40	66
9 Oct 2007	Language (Russian)	1	-2	24	3 Mar 2008	Politics	2	-6	60
9 Oct 2007	Meditative Mind	1	-2	22	3 Mar 2008	Persuasion Spec.: Leadership	-	-3	57
9 Oct 2007	Parkour	1,2	-6	16	8 Mar 2008	Session (Columbia)	-	2	59
9 Oct 2007	Resources	1	-2	14	8 Mar 2008	Downtime Report	-	3	62
9 Oct 2007	Striking Looks	2	-4	10	12 Mar 2008	Outdoorsman	2	-4	58
9 Oct 2007	Spec: Science (Forestry)	-	-3	7	12 Mar 2008	Celerity	2	-14	44
9 Oct 2007	Spec: Weaponry (Tree Spike / Stake)	-	-3	4	12 Mar 2008	Devotion: Trackless Step	-	-12	32
9 Oct 2007	Status (Keepers of the Outlands)	1	-2	2	12 Mar 2008	Downtime Report	-	2	34
16 Oct 2007	Downtime Report	-	3	5					

## BACKGROUND

Gail Inslee may have been a product of the traditional 1940s... but she was most assuredly a child of the 1960s. Teen-aged rebellion had not ebbed when she began classes at the University of Missouri in 1966; by the summer of '67, it had blossomed into full-fledged radicalism, with - courtesy of one of the younger professors in the Forestry program and a fascination with the recently published *Silent Spring* - a serious dedication to environmentalism. When she told her parents that she would be staying for the summer semester in 1968, they assumed that their pretty daughter had finally devoted herself to academic pursuits; they had no idea that her actual "curriculum" consisted of disabling logging equipment and spiking trees.

It was on one of these late-night forays that she happened across the path of Jessie Smith - not that she knew it at the time. The Gangrel watched as the young woman seemed to almost dance from tree to tree, her movements efficient and quiet as she went about the work of impeding semi-legal logging operations in the Mark Twain National Forest. When a handsome young man offered to buy her a drink at The Shack on campus a few nights later, she fell into his deep eyes and rugged Native American looks as surely as she had fallen into the counterculture movement of the time. Several nights later, once he was sure that she was what he was looking for, Gail died at the end of Jessie's fangs... and then found new life at the taste of his blood.

Her second childhood could have been as rebellious as her first... except that her sire had chosen well: his causes were hers in many ways, and now she had entirely new tools at the ready to protect the old growth forests. Adjusting to the realities of unlife was difficult at first, but then she found that the hated loggers could also be her sustenance... and from there, things improved drastically. The creed of the Keepers of the Outlands rang true to her soul as well; when she was released a few months after her embrace, it was as a Keeper of the Outlands, and when Jessie moved on, she remained near Columbia in the forests that flanked US 63, hoping to establish an outpost.

Then came the 1980s, and the world changed. Suddenly, Reagan was in the White House and the social pendulum swung to the right, with the new

Conservative Christian movement sweeping across the country. Missouri became the buckle of the Bible Belt, and even in the eclectic island that was Columbia, times became hard for those on the left... and as that happened, Gail's carefully built network of friends and contacts began to fall apart. In 1982, concerned peaceniks in this new era of cowboy diplomacy formed Mid-Missouri Peaceworks, with Mark Haim leading a lonely rear-guard against the steady encroachment by the conservative and corporate juggernauts that were even then starting to transform Columbia. Eventually, in need of someone she could trust, Gail made tentative contact with Mark... and without revealing the entire truth of her nature, the two managed to form an alliance of sorts. Mark would get word to her of the most egregious violations of the forests being approved under Secretary of the Interior James Watt, and Gail would do her best to deal with the incursion in her own dark ways.

The '90s brought another era of social change, and with a renewed public interest in environmental preservation, Gail felt she had enough breathing room to try to finish her long-languishing degree, albeit via night courses. Mark, who was more than familiar with people living on the edge of society, helped Gail find someone who could help her establish new credentials, and - funded by student loans based on a false identity - she re-entered classes at Mizzou.

The election of George Bush in 2000 was a major shock to many, and Gail was no exception. Her heart sank as she watched logging and mining interests lining up to take advantage of the change on the wind... and for once, she was simply not up to the task of facing them. Heartbroken, she sank into the soil of a remote wooded corner of the college campus, hoping to sleep away the Bush Administration.

Nearly seven years later, Gail rose from her long sleep... only to be shocked to find that not only had Bush won a second term, but that development in and around Columbia was at an all-time high. Blaming herself for her lack of vigilance, she gritted her teeth and stepped forward to face the realities of Columbia, Missouri in 2007. Within two weeks of her awakening, she swore to the new Oath of the Keepers of the Outlands, watched by Wilkins as she did so.

## GAIL'S OUTLANDER OATH

I am Gail Inslee, childe of Jessie Smith, and I am a Keeper of the Outlands.  
I shall always strive to keep my reason. I will never sink too far into the wild part of me.  
I will be wise.  
I will never allow myself to succumb to weakness. I will always stand firm against hardship.  
I will be strong.  
I am my own domain. I will allow no one to rule me that is unfit.  
I will be free.  
Never shall I strike at my brethren in anger. Should I wrong them I shall pay them twice over.  
I will be reasonable.  
I will speak only truth to my brethren. I will never lead them astray with deception.  
I will be honest.  
I will defend my brethren with all my being. Never will I allow a true brother to fall.  
I will be brave.  
I will respect my enemy as I would my brother. Never will I give him cause to dishonor me.  
I will be respectful.  
My enemy's weaknesses are to be exploited. I will bring him down quietly, as I would my prey.  
I will be wary.  
When I have been wronged, that price is to be paid in blood. Never will I allow my enemy to rest.  
I will be vengeful.  
This is my Oath, and my blood to seal it. I am an Outlander.



## OUTLANDER THREEFOLD LAW

### The Law of Self

The Man is in Wisdom. Be wise.  
The Balance is in Strength. Be strong.  
The Beast is in Independence. Be free.

### The Law of Brethren

The Man is in Unity. Be reasonable.  
The Balance is in Truth. Be honest.  
The Beast is in Courage. Be brave.

### The Law of Adversaries

The Man is in Honor. Be respectful.  
The Balance is in Cunning. Be wary.  
The Beast is in Retribution. Be vengeful.