SABBAT

Name: **Nature:** **Clan:**
Player: **Demeanor:** **Generation:**
Chronicle: **Concept:** **Sire:**

Attributes

Physical

Strength_____●OOOOOOOO
Dexterity_____●OOOOOOOO
Stamina_____●OOOOOOOO

Social

Charisma_____●OOOOOOOO
Manipulation__●OOOOOOOO
Appearance____●OOOOOOOO

Mental

Perception____●OOOOOOOO
Intelligence____●OOOOOOOO
Wits_____●OOOOOOOO

Abilities

Talents

Alertness_____OOOOOOOOO
Athletics_____OOOOOOOOO
Awareness_____OOOOOOOOO
Brawl_____OOOOOOOOO
Empathy_____OOOOOOOOO
Expression_____OOOOOOOOO
Intimidation___OOOOOOOOO
Leadership_____OOOOOOOOO
Streetwise_____OOOOOOOOO
Subterfuge_____OOOOOOOOO
_____OOOOOOOOO

Skills

Animal Ken___OOOOOOOOO
Crafts_____OOOOOOOOO
Drive_____OOOOOOOOO
Etiquette_____OOOOOOOOO
Firearms_____OOOOOOOOO
Larceny_____OOOOOOOOO
Melee_____OOOOOOOOO
Performance___OOOOOOOOO
Stealth_____OOOOOOOOO
Survival_____OOOOOOOOO
_____OOOOOOOOO

Knowledges

Academics_____OOOOOOOOO
Computer_____OOOOOOOOO
Finance_____OOOOOOOOO
Investigation___OOOOOOOOO
Law_____OOOOOOOOO
Medicine_____OOOOOOOOO
Occult_____OOOOOOOOO
Politics_____OOOOOOOOO
Science_____OOOOOOOOO
Technology____OOOOOOOOO
_____OOOOOOOOO

Advantages

Disciplines

_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO

Backgrounds

_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO
_____OOOOOOOOO

Virtues

Conscience/Conviction__●OOOO

Self-Control/Instinct___●OOOO

Courage_____●OOOO

[Type Here]

_____
_____
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Humanity/Path

_____
OOOOOOOOOO
Bearing:_____( )

Willpower

OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

Blood Pool

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Blood Per Turn:_____

Health

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

Weakness

Experience

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