

SABBAT

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical	Social	Mental
Strength _____ OOOOOOOOOO	Charisma _____ OOOOOOOOOO	Perception _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO	Manipulation _____ OOOOOOOOOO	Intelligence _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO	Appearance _____ OOOOOOOOOO	Wits _____ OOOOOOOOOO

Abilities

Talents	Skills	Knowledges
Alertness _____ OOOOOOOOOO	Animal Ken _____ OOOOOOOOOO	Academics _____ OOOOOOOOOO
Athletics _____ OOOOOOOOOO	Crafts _____ OOOOOOOOOO	Computer _____ OOOOOOOOOO
Awareness _____ OOOOOOOOOO	Drive _____ OOOOOOOOOO	Finance _____ OOOOOOOOOO
Brawl _____ OOOOOOOOOO	Etiquette _____ OOOOOOOOOO	Investigation _____ OOOOOOOOOO
Empathy _____ OOOOOOOOOO	Firearms _____ OOOOOOOOOO	Law _____ OOOOOOOOOO
Expression _____ OOOOOOOOOO	Larceny _____ OOOOOOOOOO	Medicine _____ OOOOOOOOOO
Intimidation _____ OOOOOOOOOO	Melee _____ OOOOOOOOOO	Occult _____ OOOOOOOOOO
Leadership _____ OOOOOOOOOO	Performance _____ OOOOOOOOOO	Politics _____ OOOOOOOOOO
Streetwise _____ OOOOOOOOOO	Stealth _____ OOOOOOOOOO	Science _____ OOOOOOOOOO
Subterfuge _____ OOOOOOOOOO	Survival _____ OOOOOOOOOO	Technology _____ OOOOOOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	_____ OOOOOOOOOO

Advantages

Disciplines	Backgrounds	Virtues
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Conscience/Conviction _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Self-Control/Instinct _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Courage _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	
_____ OOOOOOOOOO	_____ OOOOOOOOOO	
_____ OOOOOOOOOO	_____ OOOOOOOOOO	

Humanity/Path

OOOOOOOOOOO
Bearing: _____ ()

Willpower

OOOOOOOOOOO
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Blood Pool

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Blood Per Turn: _____

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience

