

# SABBAT

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sire:

## Attributes

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

## Abilities

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

## Advantages

Disciplines	Backgrounds	Virtues
_____ OOOOOOOOO	_____ OOOOOOOOO	Conscience/Conviction _____ OOOOO
_____ OOOOOOOOO	_____ OOOOOOOOO	Self-Control/Instinct _____ OOOOO
_____ OOOOOOOOO	_____ OOOOOOOOO	Courage _____ OOOOO
_____ OOOOOOOOO	_____ OOOOOOOOO	
_____ OOOOOOOOO	_____ OOOOOOOOO	
_____ OOOOOOOOO	_____ OOOOOOOOO	

## Humanity/Path

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

OOOOOOOOOO

Bearing: \_\_\_\_\_ ( )

## Willpower

OOOOOOOOOO

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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

# SABBAT

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

## Rituals

## Paths

Name	Level	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

## Experience

## Derangements

**Total:** \_\_\_\_\_

**Total Spent:** \_\_\_\_\_

**Spent On:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## Armor

**Class:** \_\_\_\_\_

**Rating:** \_\_\_\_\_

**Penalty:** \_\_\_\_\_

**Description:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# SABBAT

## Expanded Backgrounds

**Allies**

**Mentor**

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**Contacts**

**Resources**

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**Fame**

**Retainers**

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**Herd**

**Status**

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**Influence**

**Other(\_\_\_\_\_)**

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## Possessions

**Gear(Carried)**

**Equipment(Owned)**

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**Feeding Grounds**

**Vehicles**

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## Vinculi

**Pack Member**

**Rating**

**Pack Member**

**Rating**

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## Havens

**Location**

**Description**

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