

# SABBAT

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sire:

## Attributes

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

## Abilities

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

## Advantages

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

## Humanity/Path

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

## Willpower

\_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ □□□□□□□□□□

## Blood Pool

\_\_\_\_\_ □□□□□□□□□□  
 \_\_\_\_\_ □□□□□□□□□□  
 Blood Per Turn: \_\_\_\_\_

## Health

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

## Weakness

## Experience

# SABBAT

## Merits & Flaws

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

## Other Traits

_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO

## 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**

---

---

**Contacts**

**Resources**

---

---

**Fame**

**Retainers**

---

---

**Herd**

**Status**

---

---

**Influence**

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

---

---

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

---

---

**Feeding Grounds**

**Vehicles**

---

---

## Vinculi

**Pack Member**

**Rating**

**Pack Member**

**Rating**

---

---

---

---

## Havens

**Location**

**Description**

---

---

---

---

# SABBAT

## History

### Prelude

---

---

---

---

---

---

---

---

---

---

---

---

### Goals

---

---

---

---

## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

Pack Chart

Character Sketch

