

# SABBAT

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Clan:**  
**Generation:**  
**Sire:**

## Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

## Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Crafts	_____00000	Computer	_____00000
Awareness	_____00000	Drive	_____00000	Finance	_____00000
Brawl	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Firearms	_____00000	Law	_____00000
Expression	_____00000	Larceny	_____00000	Medicine	_____00000
Intimidation	_____00000	Melee	_____00000	Occult	_____00000
Leadership	_____00000	Performance	_____00000	Politics	_____00000
Streetwise	_____00000	Stealth	_____00000	Science	_____00000
Subterfuge	_____00000	Survival	_____00000	Technology	_____00000
	_____00000		_____00000		_____00000

## Advantages

Disciplines		Backgrounds		Virtues	
_____	00000	_____	00000	Conscience/Conviction	_____00000
_____	00000	_____	00000	Self-Control/Instinct	_____00000
_____	00000	_____	00000	Courage	_____00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

## Humanity/Path

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

## Willpower

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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

	00000		00000		00000
	00000		00000		00000
	00000		00000		00000
	00000		00000		00000

## Rituals

## Paths

Name	Level	
		00000
		00000
		00000
		00000
		00000
		00000
		00000
		00000

## 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**

**Location**

**Havens**  
**Description**

# SABBAT

## History

### Prelude

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### Goals

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## Description

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

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

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

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

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

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

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

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

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

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

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

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## Visuals

### Pack Chart

### Character Sketch

