

# The Sabbath

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

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

**Clan:**  
**Generation:**  
**Haven:**

## Attributes

### Physical

Strength \_\_\_\_\_ ●○○○○○○○  
Dexterity \_\_\_\_\_ ●○○○○○○○  
Stamina \_\_\_\_\_ ●○○○○○○○

### Social

Charisma \_\_\_\_\_ ●○○○○○○○  
Manipulation \_\_\_\_\_ ●○○○○○○○  
Appearance \_\_\_\_\_ ●○○○○○○○

### Mental

Perception \_\_\_\_\_ ●○○○○○○○  
Intelligence \_\_\_\_\_ ●○○○○○○○  
Wits \_\_\_\_\_ ●○○○○○○○

## Abilities

### Talents

Acting \_\_\_\_\_ ○○○○○○○○  
Alertness \_\_\_\_\_ ○○○○○○○○  
Athletics \_\_\_\_\_ ○○○○○○○○  
Brawl \_\_\_\_\_ ○○○○○○○○  
Dodge \_\_\_\_\_ ○○○○○○○○  
Empathy \_\_\_\_\_ ○○○○○○○○  
Intimidation \_\_\_\_\_ ○○○○○○○○  
Leadership \_\_\_\_\_ ○○○○○○○○  
Streetwise \_\_\_\_\_ ○○○○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○○○○

### Skills

Animal Ken \_\_\_\_\_ ○○○○○○○○  
Drive \_\_\_\_\_ ○○○○○○○○  
Etiquette \_\_\_\_\_ ○○○○○○○○  
Firearms \_\_\_\_\_ ○○○○○○○○  
Melee \_\_\_\_\_ ○○○○○○○○  
Music \_\_\_\_\_ ○○○○○○○○  
Repair \_\_\_\_\_ ○○○○○○○○  
Security \_\_\_\_\_ ○○○○○○○○  
Stealth \_\_\_\_\_ ○○○○○○○○  
Survival \_\_\_\_\_ ○○○○○○○○

### Knowledges

Bureaucracy \_\_\_\_\_ ○○○○○○○○  
Computer \_\_\_\_\_ ○○○○○○○○  
Finance \_\_\_\_\_ ○○○○○○○○  
Investigation \_\_\_\_\_ ○○○○○○○○  
Law \_\_\_\_\_ ○○○○○○○○  
Linguistics \_\_\_\_\_ ○○○○○○○○  
Medicine \_\_\_\_\_ ○○○○○○○○  
Occult \_\_\_\_\_ ○○○○○○○○  
Politics \_\_\_\_\_ ○○○○○○○○  
Science \_\_\_\_\_ ○○○○○○○○

## Advantages

### Disciplines

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### Backgrounds

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### Virtues

Callousness \_\_\_\_\_ ●○○○○○  
  
Instincts \_\_\_\_\_ ●○○○○○  
  
Morale \_\_\_\_\_ ●○○○○○

### Other Traits

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### Path of

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### Willpower

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### Blood Pool

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### Health

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

### Weakness

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

# The Sabbat

## Pack

Pack Name

Pack Priest

Pack City

Pack Rituals

Pack Leader

Pack Hunting Grounds

Pack Type

To Whom Pack Answers

Pack Haven

## Vinculum

Bound To

Rating

Bound To

Rating

_____	_____
_____	_____
_____	_____

_____	_____
_____	_____
_____	_____

## Merits & Flaws

Merit

Type

Cost

Flaw

Type

Cost

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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_____	_____	_____

## Rituals

Name

Level

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Derangements

_____
_____
_____
_____
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## Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

### Brawling Table

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

Armor: \_\_\_\_\_

# The Sabbath

## Expanded Background

**Allies**

**Mentor**

**Contacts(Major)**

**Pack Recognition**

**Contacts(Minor)**

**Resources**

**Herd**

**Retainers**

**Influence**

**Sabbat Status**

## Experience

**Total:**

**Gained From:**

**Total Spent:**

**Spent On:**

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

**Feeding Grounds**

**Vehicles**

## Havens

**Location**

**Description**

# The Sabbath

## History

### Prelude

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## Description

Age	_____	_____
Apparent Age	_____	_____
Date of Birth	_____	_____
RIP	_____	_____
Hair	_____	_____
Eyes	_____	_____
Race	_____	_____
Nationality	_____	_____
Height	_____	_____
Weight	_____	_____
Sex	_____	_____

## Visuals

**Pack Chart**

**Character Sketch**

