

The Sabbath

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Acting _____ 00000
Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Music _____ 00000
Repair _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledges

Bureaucracy _____ 00000
Computer _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Advantages

Disciplines

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Virtues

Callousness _____ 00000
Instincts _____ 00000
Morale _____ 00000

Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Path of

_____ 0000000000

Willpower

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Blood Pool

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Health

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

Combat

Weapon	Difficulty	Damage

Experience