

The Sabbath

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Social

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Mental

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

Abilities

Talents

Acting _____ 00000000
Alertness _____ 00000000
Athletics _____ 00000000
Brawl _____ 00000000
Dodge _____ 00000000
Empathy _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000

Skills

Animal Ken _____ 00000000
Drive _____ 00000000
Etiquette _____ 00000000
Firearms _____ 00000000
Melee _____ 00000000
Music _____ 00000000
Repair _____ 00000000
Security _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000

Knowledges

Bureaucracy _____ 00000000
Computer _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Linguistics _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000

Advantages

Disciplines

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Backgrounds

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Virtues

Callousness _____ 00000
Instincts _____ 00000
Morale _____ 00000

Other Traits

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Path of

_____ 000000000000

Willpower

000000000000
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Health

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

Combat

Weapon	Difficulty	Damage

Blood Pool

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Experience
