

# 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  
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### Path of

\_\_\_\_\_ 0000000000

### Willpower

0000000000  
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### Blood Pool

□□□□□□□□□□  
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### Health

Bruised \_\_\_\_\_ □  
Hurt -1 \_\_\_\_\_ □  
Injured -1 \_\_\_\_\_ □  
Wounded -2 \_\_\_\_\_ □  
Mauled -2 \_\_\_\_\_ □  
Crippled -5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

### Weakness

# The Sabbath

## Pack

Pack Name: \_\_\_\_\_ Pack City: \_\_\_\_\_  
 Pack Leader: \_\_\_\_\_ Pack Priest: \_\_\_\_\_  
 To Whom Pack Answers: \_\_\_\_\_  
 Pack Haven: \_\_\_\_\_  
 Pack Hunting Grounds: \_\_\_\_\_  
 \_\_\_\_\_  
 Pack Rituals: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Vinculum

Bound To	Rating	Bound To	Rating
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Merits & Flaws

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

## Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____

## Derangements

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 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 Backgrounds

**Allies**

**Mentor**

**Contacts (Major)**

**Pack Recognition**

**Contacts (Minor)**

**Resources**

**Herd**

**Retainers**

**Influence**

**Sabbat Status**

## Experience

**TOTAL:** \_\_\_\_\_

**TOTAL SPENT:** \_\_\_\_\_

**Gained From:**

**Spent On:**

## Possessions

**Gear (Carried)**

**Equipment (Owned)**

**Feeding Grounds**

**Vehicles**

## Haven

**Location**

**Description**

