

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
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Path of

_____ 0000000000

Willpower

0000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

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: _____

Vinculums

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

