

SABBAT

NAME:
CHRONICLE:
FACTION:

TITLE:
GENERATION:

PREDATOR TYPE:
COMPULSION:

ATTRIBUTES

(Take one Attributes at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)

PHYSICAL

Strength	00000
Dexterity	00000
Stamina	00000

SOCIAL

Charisma	00000
Manipulation	00000
Composure	00000

MENTAL

Intelligence	00000
Wits	00000
Resolve	00000

SKILLS

(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics	00000
Brawl	00000
Craft	00000
Drive	00000
Firearms	00000
Larceny	00000
Melee	00000
Stealth	00000
Survival	00000

Animal Ken	00000
Etiquette	00000
Insight	00000
Intimidation	00000
Leadership	00000
Performance	00000
Persuasion	00000
Streetwise	00000
Subterfuge	00000

Academics	00000
Awareness	00000
Finance	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000
Technology	00000

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Severity: _____

DISCIPLINES

(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	

_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
_____	00000
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	

HEALTH

(Stamina +3)

□□□□□	□□□□□	□□□□□
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WILLPOWER

(Resolve + Composure)

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HUMANITY

(Starts at 7)

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HUNGER

□□□□□

BLOOD POTENCY

0 0 0 0 0	0 0 0 0 0
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Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Hunting: _____

Resonance: _____ Initiative: _____

(Composure + Awareness)

SABBAT

OTHER TRAITS

BACKGROUNDS

_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO

ADVANTAGES / DISADVANTAGES

_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO

MERITS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

FLAWS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
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_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

RITUALS & CEREMONIES

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

BIOGRAPHY

True Age: _____ Apparent Age: _____ Date of Birth: _____ Date of Death: _____
 Appearance: _____

History: _____

HUNGER

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- 0: Immune to non supernaturally induced frenzy.
- 1: Must drain mortal to Slake to zero hunger.
- 2: _____
- 3: Bestial Failures.
- 4: Messy Criticals
- 5: Involuntary Rouse check causes Hunger Frenzy check.
Difficulty = 4 + # of involuntary Rouse Checks.

CITY STATUS

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MONIKER

ACCEPTANCE

- 1: _____
- 2: _____
- 3: _____
- 4: _____
- 5: _____

- Blinded:** No line of sight, phys pools -5
- Distracted/Staggered:** Lose Simple Action
- Frightened:** Must move away from cause
- Grappled:** Speed is 0 until resolved
- Helpless:** Cannot attacked or defend
- Impaired:** -2 to all pools
- Prone:** -2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 step per action
- Weakened:** -1 to physical offensive pools

OTHER NOTES

EXPERIENCE

Total: _____
 Spent: _____