



The Sabbat

a Practical Guide to Playing a Sabbat Character in an OWBN Game.

ONE WORLD BY NIGHT



www.owbn.net

ONE WORLD BY NIGHT

VAMPIRE THE MASQUERADE

2017



DARK PACK

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VAMPIRE THE MASQUERADE

Vampire the Masquerade is a game based on a fictional world where Vampires and various other supernatural creatures are real. In this version of the game it is played in a LARP style, which means Live Action Role Play. All of the players create a Vampire character and play act as if they are that character. This packet will help explain the organization and the game itself so that you will better understand what we do, and how to participate.

One World by Night

One World by Night is an internationally connected organization of LARP games. The game that we play locally is a member of the organization as a whole. What that means for you as a player is that you can take your character that you have created here, and play the very same character in other games around the country and world. You can participate in email correspondence with other players and characters from all over the world. It also means that from time to time that people from out of town will join us in our local game.

You are in no way required to participate on an international level. You are encouraged to play your character as big or as small as you might like. There is no rule forcing you to go beyond your own personal comfort level. The organization simply gives you the opportunity if you choose to take it.

Chronicle

A local, which we often refer to as a Chronicle, is played in one location. Meaning that it is stationed in one city and usually has a set schedule for when they play.

Our local chronicle is called: _____

At a local game we have various positions of staff to help manage the players and story. Remember that the staff is there for the players, and never hesitate to talk to anyone if you have questions or need assistance.

Storyteller

The Storytellers job is to manage characters in the game and the various stories that characters interact with. If you have questions, feel free to ask any of the Storytellers.

Our Storytellers are: _____

Narrator

Narrators assist the Storytellers with running stories and managing smaller aspects of the game play. They are also available to ask questions to.

Our Narrators are: _____

Player Representative

The Player Representative is there to protect the players. Think of them as Human Resources for the game.

Our Player Representative is: _____

Council Member

The Council Member is our chronicle's voice to the rest of the organization.

Our Council Member: _____

Game Play

Everyone was new to the game at some point, don't worry that you don't know enough to join in. How much or little you know doesn't really matter. This packet was created to help give you a guideline that you can build on as you play.

The primary concept that is necessary to understand before embarking on your new hobby is that of Out-of-Character and In-Character. Its actually pretty simple.

Out-of-Character: is your real life.

In-Character: is your character's life.

Sometimes what you know and what your character knows will be different. That is ok! Use your best judgment in those cases or ask for some help. Your character could be a world famous fireworks engineer, but you've never used more than a sparkler on July 4th. Or maybe you're a doctor and your character struggles to apply a band-aid correctly. Just keep in mind that you and your character are different people and you will do great. Typically if you are talking and interacting people will assume you are 'In-Character' so we have a signal to let people know that we are speaking as ourselves and not our characters. Simply cross your first and middle finger and hold it up so others can see. This lets everyone know that when you start shouting about your missing contact or earring that its for real and they should help you look. You can also use this to step away from game for a phone call, or to use the bathroom. If you have a question about the game itself, hold up your crossed fingers and ask away!



Myths and Truths

Before we get too far, lets go over some of the common misconceptions about the game vs. Vampire stories. We all know the many myths about vampires and what kills them. From the various Dracula movies and books we have learned a set of constants that may or may not hold true in the game that we play.

- Garlic: Vampires in general don't mind garlic. Its just a spice.
- Crosses: Most of the time Vampires are indifferent to crosses.
- Holy Water: Holy Water does cause damage to Vampires.
- Fire: As a general rule, an uncontrolled flame will scare the pants off of a Vampire.
- Stakes: A stake through the heart will not kill a Vampire. It will however incapacitate them.
- Sunlight: Sunlight WILL kill a Vampire.
- Ash: A dead Vampire WILL turn to a ashes. The time it takes for them to turn fully to ash it depends on how old they are.
- Animal Forms: Not all Vampires can change in to animal forms, like a wolf or bat. Some can.
- Reflection: Vampires generally have a reflection.

Origins

All beings have spent a tremendous amount of time trying to figure out where they come from. Vampires are no different. Just as humans have numerous creation and origin stories Vampires do as well. The most widely accepted origin story is that Caine, as in Caine and Abel, was the first Vampire. In the Christian Bible Caine murdered his brother Abel and was cursed by God to walk the Earth and never die, and to eat only ash and blood. Obviously there is no right answer as to who or how the first vampire happened.

Vampires have something that they refer to as a Generation. It literally means the same thing to Vampires as it does to humans. The only difference is that Generation matters more to Vampires. Assuming the Caine story is true, then Caine would be the 1st Generation. Caine's child would be 2nd Generation, and his child's child would be 3rd Generation and so on.

Mechanically in the game Generation plays a part in how potent the blood of a Vampire is. Meaning that

the closer to Caine a Vampire is, theoretically the more powerful they are. That is not always the case in reality though. When you create a character you choose the Generation you would like your character to be, this does require you to spend Experience Points (explained later). Some games might have rules on what Generation you can play. In One World by Night we do not allow anyone to play a character below 8th Generation.

Becoming a Vampire

As with many myths and stories the way one actually becomes a vampire is vastly different. In Vampire the Masquerade the system is pretty basic. The Vampire drains all the blood of a mortal, and then replaces some of that blood with their Vampiric blood. The mortal's physical body then shuts down and dies as they are 'reborn' as the undead.

Feeding

Yes, Vampires feed on the blood of humans. In Vampire the Masquerade there is a system in place to help keep humans from realizing Vampires are real. When a Vampire bites in to a human, the human is subjected to what Vampires call 'The Kiss'. The Kiss is a sense of euphoria, the mortal enjoys the experience. They will rationalize it as the best kiss they have ever had. No, all Vampires don't feed from the neck, but some do. You can bite a human anywhere and take their blood. After a Vampire has finished feeding, which is usually well before the mortal would die, they can lick the wound they made with their fangs and it will heal instantly. Leaving no trace of a bite.

Vampires do not always have their fangs out either. They only use them when necessary. If they always had them showing it would be difficult to blend in with mortal society.

The Beast and Frenzy

Inside of every Vampire they are dead, what animates them is their 'Beast'. The Beast is often talked about by characters as being an entity all of its own. The Beast is primal, non thinking and animalistic. It takes personal strength to not give in to your Beast.

Occasionally a Vampire will succumb to his Beast, when this happens the Vampire will Frenzy. When in a Frenzy the Vampire will blindly attack everyone, using bare hands and fangs. Little more than mindless animal is what is left of the Vampire until the Frenzy is over. A Frenzy typically takes 10 minutes, or if another Vampire uses a power that can guide someone out of a Frenzy it can be ended much sooner. If confronted with a Vampire in Frenzy, it's best to get away from them as quickly as possible.

It is pertinent to note here that there are types of frenzies (fear, pain, hunger) and in each type the vampire in frenzy will behave a little differently. Your ST staff should help guide you on how to role play this should it ever happen.



The Sabbat

a Practical Guide to Playing a Sabbat Character in an OWBN Game.

The Sabbat are a sect of Vampires in the World of Darkness. There are various sects available, however this gam focuses on the members of the Sabbat specifically. It is unlikely that your new character will have much knowledge of the other sects, so you having little knowledge yourself should not be a problem.

The Sabbat are seen as many things by many people. So the views that you hear from others might vary from what you read here. You are encouraged to read the available materials and come to your own conclusion. The members of the Sabbat celebrate personal freedom, and the ability to think for yourself and have your own ideas. The way the sect information is written reflects that view.

The Sabbat have taken much of their structure from the Catholic church. Many think this was a slap in the face to the church, others feel it is due to the spiritual nature of the Sabbat. However, their leaders are usually given a title from the church, such as Priest, Bishop and Cardinal. The Sabbat are very spiritual and to take part in that they have many Rite, which will be explained a little more fully later, but they are basically spiritual rituals.

The fundamental belief of the Sabbat is that Caine was the first Vampire, and it is through him that they gain their unlives. They struggle to maintain their freedom from the elders or Antediluvians. The Antediluvians are extremely old, and it is said by some that they can control the wills of the younger Vampires and will even feast on their blood for sustenance instead of blood from humans.

The Code of Milan

The Code of Milan was put together and signed by many important members of the Sabbat in 1433. It is by this code that Sabbat are expected to live their lives within the Sect. While the Sabbat pride themselves on their personal freedoms, this code is a guideline for how each member should behave within the confines of their society. The full Code is listed below, don't worry if you don't understand all the phrasing, much of it is Vampire the Masquerade specific. Mostly what you need to know is that the code exists, and have a place where you can reference it when needed.

The Code of Milan

I. The Sabbat shall remain united in its support of the sect's Regent. If necessary, a new Regent shall be elected. The Regent shall support relief from tyranny, granting all Sabbat freedom.

II. All Sabbat shall do their best to serve their leaders as long as said leaders serve the will of the Regent.

III. All Sabbat shall faithfully observe all the Auctoritas Ritae.

IV. All Sabbat shall keep their word of honor to one another.

V. All Sabbat shall treat their peers fairly and equally, upholding the strength and unity of the Sabbat. If necessary, they shall provide for the needs of their brethren.

VI. All Sabbat must put the good of the sect before their own personal needs, despite all costs.

VII. Those who are not honorable under this code will be considered less than equal and therefore unworthy of assistance.

VIII. As it has always been, so it shall always be. The Lextalionis shall be the model for immortal justice by which all Sabbat shall abide.

IX. All Sabbat shall protect one another from the enemies of the Sect. Personal enemies shall remain personal responsibility, unless they undermine Sect security.

X. All sect members shall protect Sabbat territory from all other powers.

XI. The spirit of freedom shall be the fundamental principle of the Sect. All Sabbat shall expect and demand freedom from their leaders.

XII. The Ritus of Monomacy shall be used to settle disputes among all Sabbat.

XIII. All Sabbat shall support the Black Hand.
Addendum: Statutes added to the revised Code

XIV. All Sabbat have the right to monitor the behavior and activities of their fellow Sect members in order to maintain freedom and security.

XV. All Sabbat possess the right to call a council of their peers and their immediate leaders.

XVI. All Sabbat shall act against Sect members who use the powers and authority the Sabbat has given them for personal gain at the expense of the Sabbat. Action shall be taken only through accepted means, approved by a quorum of Prisci.

Clans

There are many types of Vampires. The following list is a VERY brief explanation of some of the common Sabbat clans. This is by no means an exhaustive list, simply the more common clans you will likely encounter. Most clans have a book that was printed separate from the main game book that has far more information on the clan. If you are interested in getting that book please let someone on your Storytelling staff know, as they might have a copy you are welcome to borrow.

One World by Night also has packets to help play a clan more effectively with information on the clan specific to our games. Please let your Storytellers know if you would like a copy of any of the packets available.

Clans

- **Assamite Antitribu** - The Assamite antitribu are almost identical to their non-Sabbat counterparts, except that they accept all races into their clan, granting membership to anyone with a warrior's heart. Also, most importantly, they were never subjected to the Curse of the Tremere. The Assamites of the Sabbat are free to drink the blood of all Vampires. Because of this, they may be considered a separate bloodline from all other Assamites.

- **Brujah Antitribu** - The Sabbat-aligned Brujah are perhaps the ultimate degeneration of the Brujah and potentially what they may become. Violent to the extreme, they often constitute the bulk of the Sabbat's cannon fodder and frontline fighters, whether in battle or debate. The Brujah antitribu were one of the first Clan to rebel against the Elders during the Anarch Revolt and see themselves as its founders, despite insistence from the sides of the Lasombra and Tzimisce.

- **Gangrel Antitribu** - The City Gangrel remind some Kindred of coyotes — they are creatures well-suited for wilderness life, but they adapt to an urban existence quite smoothly. The high preponderance of prey in the cities, coupled with the Gangrel's inherent mutability of blood, has allowed the line to flourish. Their association with the Sabbat means that they Embrace prolifically, but also that their unlife expectancy is short. The Country Gangrel resemble the inde-

pendent and Camarilla Gangrel — they are savage, vicious hunters, more comfortable in the wilds between cities than the concrete jungles.

- **Malkavian Antitribu** - Almost the opposite of the Carriers, the Malkavian antitribu are, if possible, even more insane than their Camarilla siblings. This is in no small part due to the brutal (un)living conditions associated with being a member of the Sabbat. To the antitribu, insanity is a weapon, albeit one that hopelessly distorts them. Mastery of its use may take decades, or even centuries. Malkavian antitribu are skilled at psychological abuse. By combining forceful words with subtlety, and the use of trust violated by moments of sheer terror, the Freaks can pry information from the most stoic victim or mortify even the staunchest of captives.

- **Nosferatu Antitribu** - Ironically, or perhaps because of their disfigurements, the Nosferatu antitribu are perhaps the most humane (if not human) of the Sabbat clans. Having transcended the need for ostentatious brutality, the Creeps have come to grips with their monstrosity. They don't caper in blood or senselessly slaughter mobs of kine; rather, a Nosferatu antitribu's every move is one of calculated precision, designed to get the exact response she seeks, whether that be respect, fear or understanding. Many young Sabbat consider the Nosferatu antitribu soft -- until they step into the sewers and see the true malice of the Creeps' black souls.

- **Ravnos Antitribu** - The Ravnos antitribu is possibly the least ‘anti’ as antitribu goes. They, too, revel in trickery and deceit. They too want to wander as they please, often joining nomadic packs. Sect notwithstanding, the Ravnos antitribu have a traditional code of conduct for dealing with their clanmates. This code may be difficult for those outside the clan to follow, but nonetheless, a Ravnos’ word to his pack is the law. They follow the “spit and shake” rule of all Ravnos on verbal agreements, but the Rogues take this one step further. If a Sabbat member wants an agreement in writing, it will be signed in blood, the pen dipped in an open wound on the Ravnos’ own arm. This binding in blood is as strong as the Vaulderie to the Sabbat Ravnos, and it can be broken only by Final Death.

- **Salubri Antitribu** - The Salubri antitribu of the Sabbat are not the quiet, contemplative Kindred that seek Golconda in persecuted exile. No, these Kindred call themselves “Furies,” and they seek the blood of the Camarilla vampires — the Tremere especially — with a venomous passion. They’re the modern incarnation of the ancient Warrior Caste.

- **Serpent of the Light** - Their modern incarnation originated in the 1960s when a group of independent Setites in Haiti formed an alliance with the newly-arrived Sabbat, ignoring orders from senior Setites to have nothing to do with

the sect. The Serpents of the Light (or “Cobras” as they became informally known) are committed to combating the Antediluvians, and believe Set to be among their enemies; they are considered traitors by other Setites. Apart from their ideological and spiritual beliefs, however, there are no significant differences between Cobras and their parent clan: they learn the same Disciplines, and share the same weakness to light.

- **Toreador Antitribu** - The Toreador antitribu are the dark mirror image of their Camarilla brethren. Although they are no less beautiful than their cousins, their minds are twisted and warped, and the antitribu often lose themselves watching others suffer, much like their Camarilla siblings lose themselves watching a beautiful painting.

- **Ventrue Antitribu** - The Ventrue antitribu are the knights and paladins of the Sabbat, sworn to combat the Antediluvians and bring down the degenerate Camarilla. They see their Camarilla counterparts as failures, and have assumed the roles of the race of Cainites’ saviors to atone for this. They believe mortals to be ignorant cattle, sufficient only for food and service to their terrible vampire lords. To accept anything less is to take the path of the disgraced Ventrue of the Camarilla, and the Sabbat Ventrue are not willing to accept that failure.

Government and Social Order

Government

As with any society there is a hierarchy for government. The Sabbat have a local and national government, however their system is more lax than most you will find. It is wise to respect those in a station above yours, but you are still free to question their motives.

Local Government

- **Arch Bishop** - The Arch Bishop rules over an entire area, usually a county or more. They are the leader of the area (and most times the in character game you'll be participating in). They can delegate jobs and powers to others if they wish. Arch Bishops are appointed by Cardinals.
- **Bishop** - Bishops are appointed by the Arch Bishop to assist the Arch Bishop in governing an area. Usually duties are delegated to them. Bishops wield a considerable amount of power and have the right to make many changes within the city and various packs in the city.
- **Templar** - Templars are appointed by the Arch Bishop or Bishops. They work directly for the Bishop that named them. They wield the power of the Bishop and have many duties depending on the Bishop's needs.

Pack Structure

Almost all members of the Sabbat are part of a pack. A pack is a group of Sabbat who have decided to work together for mutual benefit. A pack has a structure all on it's own. Even Bishops and Arch Bishops are usually in a pack separate from their position of power.

- **Ductus** - The Ductus is the leader of the pack. They are chosen for a variety of reasons, they might be the strongest, or the most popular. Regardless of the reason they are considered the head of their pack.

- **Priest** - The Priest is the spiritual leader of the pack. They are the ones responsible for ensuring the pack observes Ritae and continues to grow spiritually.

- **Abbot** - The pack Abbot is responsible for making sure the pack's haven (home) is maintained, and that the pack always has food when needed.

National Government

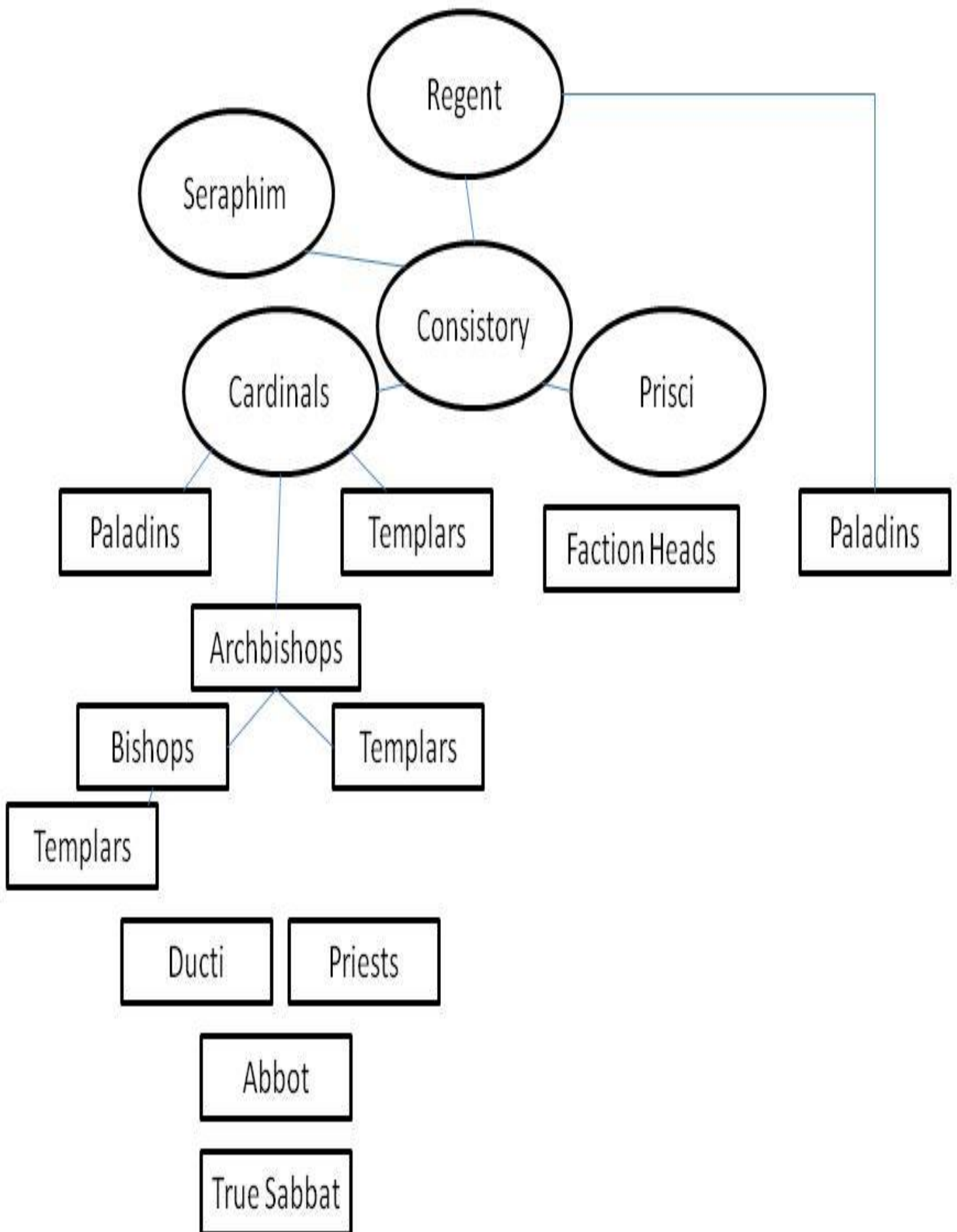
- **Regent** - The Regent is the leader of the Sect (Sabbat) as a whole. They are the ultimate authority over all matters regarding the Sabbat.

- **Consistory** - The Consistory is made up of select Prisci, Cardinals, the Regent and the Seraphim of the Black Hand. Their job is to appoint a new Regent, and decide on new laws and policy for the Sabbat.

- **Cardinal** - Cardinals do basically what Arch Bishops do, only for a much larger area. States or regions depending on the area.

- **Paladin** - Paladins are elite Templars to Cardinals. There are traditionally 12 Paladins to each Cardinal.

- **Priscus** - Prisci are advisers to the Regent, Cardinals, and Arch Bishops. They often work as mentors for younger Cainites in addition to advising other Sabbat leaders.



Factions

The views of the members of the Sabbat are many, and each believes they know the true path for all of Caine's children to follow. Inside of the Sabbat you will find many factions, each with their own view on the sect, and the Vampiric condition. You are not required to join a Faction, it is only if you so choose. Knowing a little about them might help you with your in character interactions but is not necessary.

Here you will find an extremely short explanation of the various Factions. This is in no way an exhaustive list, there are Factions that are player created and not listed here. For more information on the Factions please let a Storyteller know and they can provide you with resources to learn more.

- **The Moderates** – The Moderates believe in personal responsibility, and respect for mortals. Their respect for mortals primarily extends only to their use as food, and pawns to meet ones goals however. They also feel strongly that it takes many ideals to sustain the Sabbat as a whole for any length of time. Meaning they take ideals from the other various factions to attempt to use them to strengthen the Sect as a whole.

- **The Loyalists** – The Loyalists are often brash and outspoken in their belief that the Sabbat's true purpose is to free it's members from the constraints of the rule of the Elders. They push bounds when possible, and are often seen as Anarchists. They stand strong to their ideals of personal freedom above all.

- **The Status-Quo** – The Status Quo feel that the Sabbat is functioning fine just as it is. They think that if any one Faction were to gain too much control it would change the balance of the Sabbat as a whole and hinder their goals of rooting out the Elders and seeking personal freedoms. Their goal is to maintain Sabbat function just as it is.

- **Ultra-Conservatives** – The Ultra-Conservatives are usually made up of the more Elder members of the Sabbat. They feel the Sabbat should be forged in to a strong militaristic fighting force to be ready to combat the Antediluvians, and any others who threaten the Sect.

- **The Pander Movement** – The Pander Movement was started by Joseph Pander as a means to unite the clanless and start a change toward

them being recognized as a clan and garner respect of the other clans. Now the Pander Movement contains members from various clans, not just the Panders themselves. They still push for clan equality and fair treatment of all Cainites regardless of their bloodline.

- **The Occult Underground** - The Occult Underground was created out of a need for the Sabbat to have some control over blood magic after an entire clan was wiped out. They learned to combine the teaching of the now extinct clan with various Mayan blood magic to create a power that could be taught among other Cainites. They feel that in order to survive against the other Sects the Sabbat must also have a command over blood magic. They also feel that no one outside of their Faction has the knowledge to use blood magics safely and it should be left to them alone.

- **The Order of St. Blaise** – The Order of St. Blaise is old, they began in the 14th century during the plagues in Europe. They have intertwined themselves with the mortal churches, and have served a valuable function by steering away the human inquisitions in the early days. Now they help steer the mortals using spirituality. They often hold considerable sway in mortal affairs and have much influence over their daily lives.

- **The Children of Dracon** – The Children of Dracon are rational and logical. They believe every side to an argument has merit and will play 'Devil's Advocate' to ensure all sides are heard. They are lore keepers and advisers. They strongly believe in a 'Rule of Three' where leaders should have a system of checks and balances by ruling together.

- **The Ecclesiastical** – The Ecclesiastical faction holds to a belief that they are Priests of Caine himself. Some go so far as to revere the Dark Father as a God. They have very strong tenants that most follow, they teach others the true way through guidance, and their own actions. They will fight for the stability of the Sect as they see all Sabbat as children of Caine, and with that in mind they strive to protect each member spiritually and physically when necessary.

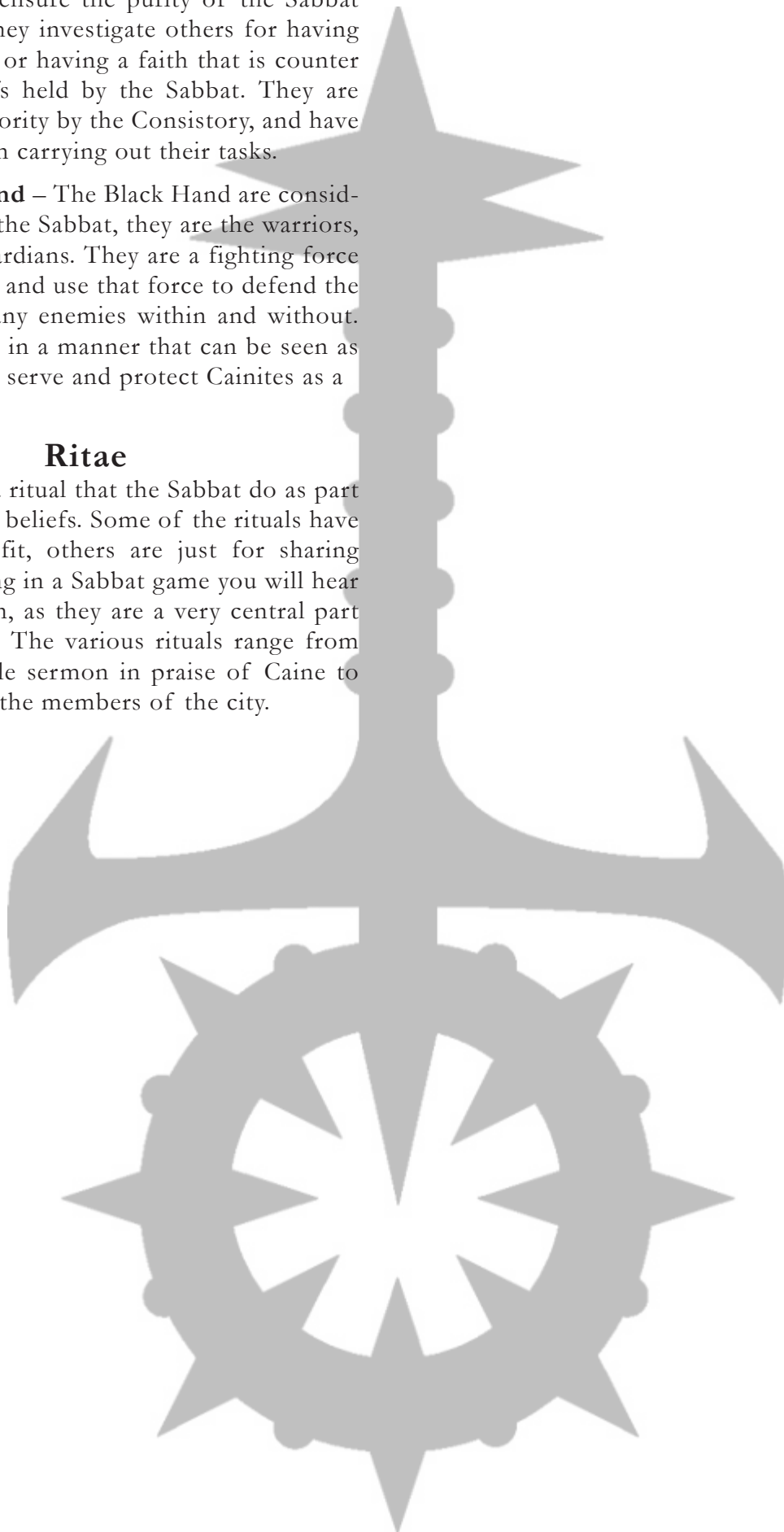
- **The Inquisition** – The Inquisition, much like their human counterpart strives to seek out and destroy heresy and demonic involvement by other Cainites. They feel they have been tasked with a

holy mission to ensure the purity of the Sabbat remain intact. They investigate others for having infernal dealings or having a faith that is counter to general beliefs held by the Sabbat. They are granted this authority by the Consistory, and have few regulations in carrying out their tasks.

- **The Black Hand** – The Black Hand are considered the elite of the Sabbat, they are the warriors, assassins and guardians. They are a fighting force with little match, and use that force to defend the Sect from its many enemies within and without. They often serve in a manner that can be seen as a police force, to serve and protect Cainites as a whole.

Ritae

Ritae is literally a ritual that the Sabbat do as part of their religious beliefs. Some of the rituals have mechanical benefit, others are just for sharing their faith. Playing in a Sabbat game you will hear about Ritae often, as they are a very central part of being Sabbat. The various rituals range from a full church style sermon in praise of Caine to games played by the members of the city.



CHARACTER CREATION

Background

A background is a story that you have written about your character. This doesn't have to be literally written, but its best if it is. Your Storytellers can help you craft a good story, and then help you become part of the game's story by including your character's background. Its difficult to come up with a good story when you have no idea what your doing, we understand that. Hopefully this packet will help you understand the world better and be able to create something that suits you. It is not necessary to make the best, most unique story in the world. What is important is to have something that you enjoy, as this is a game first and should be fun.

There are many tools online that can help you flesh out a character, many of them list questions that you could ask yourself and try to answer in your background. Typically it is suggested that you create a character's story first, then find a place for that character in the World of Darkness. Vampires in this world are just like people in our world. They have desires, hobbies, and flaws.

Character Sheets

When creating a character that you will portray there are a lot of things to consider. Who is your character? What do they like? Do they enjoy sports? Do they dance? What sort of family do they come from? Take all those, and many other, answers in to account you then create a character sheet. Your character sheet is a reflection of who and what your character is. Here we will go through the various parts of a character sheet so that you can better understand what each part means for you and your character.

We will cover each section of the character sheet to help explain what is expected in each field so that you can make better choices when creating your own character.

Generation: As stated above in the 'Origin' section, generation is how potent your blood is. You can start as high as 13th Generation at no experience cost. Or you can go as low as 8th Generation by spending 5 of your creation points.

Nature: Your nature is what you are really like. If you are actually a nice person, then you could take a description that says your nice. What you are really like as a person, is not always what you let people see.

Demeanor: Demeanor is how you behave. It can be the same as your nature, but does not have to be. If you are actually a nice person, but want people to believe your mean, then you would take a Demeanor that is a descriptor of someone who is gruff and mean.

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LAWS
of the
Night

NAME: Your real name

CHARACTER: Your character's name

CHRONICLE: Name of your home chronicle

CLAN: Character's vampire clan

GENERATION: Explained Below*

AGE: Your character's age

NATURE: Explained Below*

DEMEANOR: Explained Below*

EXPERIENCE: _____

This is where you can keep trac of the Experience points that you gain through playing your character.

In the top panel you see Physical, Social, and Mental.

These three categories are referred to as your ‘Traits’. Traits serve two purposes. First they are a list of adjectives that describe your character. Second they are used mechanically in the game to resolve challenges (Which will be explained later).

Humanity/Path: Most Vampires started their un-lives as humans. They default to the Path of Humanity. There are various paths you can choose as a Sabbat Vampire. It is often easiest to begin the game on the path you as a human are most familiar with and change after you understand the game further. More information on various paths can be found in the Laws of the Night.

Conscience: Your conscience is exactly what it is to you right now. It helps guide you and tells you right from wrong.

Conviction: Is your character’s ability to maintain reason when faced with things outside of their control. Conviction is only used on some paths.

Self-Control: Your self control is what will help you if your character is confronted with murderous rage, or a frenzy.

Instinct: Instinct is the ability to control ones beast through familiarity instead of denial. You accept your more primal urges and accept them as a truth. Instinct is only used on some paths.

Courage: Courage is what is used to stand strong in the face of fear.

Willpower: Willpower is exactly what it sounds like. Mechanically it is used to help with some powers and to strengthen your characters resolve.

Blood: Vampires need blood to live. This is a guide to help you track how much you have.

PHYSICAL	
Physical adjectives to describe your character.	
SOCIAL	
Social adjectives to describe your character.	
MENTAL	
Mental adjectives to describe your character.	
Further explanation below*	
ABILITIES	
A list of things your character is able to do.	
Examples: Shooting a gun, driving, singing computers, gardening, making baskets...	

HUMANITY/PATH	
CONSCIENCE/CONVICTION	
○○○○○	
SELF-CONTROL/INSTINCT	
○○○○○	
COURAGE	
○○○○○	
WILLPOWER	
○○○○○	○○○○○
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BLOOD	
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DISCIPLINES
Disciplines are powers that Vampires are able to learn and train. Some are innate to each clan so you will start with 3 depending on the clan you have choose.
BACKGROUNDS
Backgrounds can give you sway over certain aspects of mortal and vampire life. You can be famous, have lots of allies, or even a mentor who is willing to help and teach you.
INFLUENCES
Influences are literally your influence over certain affiliations. The human police, churches and schools and much more.
MERITS & FLAWS
Merits are additions you can make to your sheet to have neat abilities or powers.
Flaws are additions that will give you experience points but give negatives to your character.

Helpful Websites and Email

One World by Night's main page: www.owbn.net

Storyteller Email:

Other Email and Groups:

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#DominationByDesign