

Character Creation Rules

https://docs.google.com/document/d/1iLUN_O4gHmiKK6hAvlrKmsd7uWLIPmIPJFI2M1h07o/edit?usp=sharing

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Character Creation is by the book with the following Clarifications & Additions. All characters require ST approval to be portrayed.

Abilities, Merits & Flaws outside of the Laws of the Night, Guide to the Sabbat, or the appropriate Clan books require approval.

Disciplines

Combination Disciplines are not available at character creation. They must be learned in-character in game from a PC or NPC.

As per Guide to the Sabbat, Sabbat PCs start with 4 Basic Level In Clan Disciplines. These may not go above level 2. Freebie points and experience may go above and beyond this limitation, for in clan disciplines. Freebie point cost is the same as in clan cost. Sabbat do not get free levels of backgrounds.

Abilities

Ability Specializations must be approved by the STs to determine appropriateness.

Backgrounds

Mentor

Please contact the STs if you want a Mentor, as we will have multiple NPCs available that will provide local plot hooks.

Influence

Only the 1st level can be bought at Character Creation. After Character Creation, you must achieve the required growth actions and then spend the XP. Attaining level 1 in an influence requires 1 week and 1 xp. No grow actions are required to obtain level 1 in an influence.

Military Force & Espionage Influence are banned

Generation:

Generation is randomly determined by a D20 roll, and you are allowed to purchase your generation down 2 levels past what you roll for 1 Freebie point each. There is a 15% chance to obtain 8th generation at character creation. As this is a Sabbat game, there will be plenty of encouraged chances for Diablerie.

Generation is capped at 8th, and elder level disciplines are restricted at this time. Any starting statistic

above 3 must be approved by the STs with an character reasoning behind it.

You may roll this at game or have an ST roll it for you and email you back.

- 1-2: 13th
- 3-12: 12th
- 13-17: 11th
- 18-19: 10th
- 20: Your choice, 13th to 8th.

14th and 15th: may be approved by an ST, and does not require a roll.

Virtues

Being on a path of enlightenment does not cause you to lose 1 level for Conviction or 1 level for Instinct.

Freebees

You may take full negatives gaining 21 Freebees:

- 5 Freebee points
- 5 Negative Traits
- 7 Flaws
- 2 Morality Loss
- 2 Derangement

10 points in non-supernatural abilities, that are accessible as a mortal

Academics, Melee, Occult, but not Sabbat Lore or Koldunism. Ask the STs if you have questions.

10 xp in whatever you want.

Up to 40 xp for a submitted and approved background that may be spent in whatever you want. You may not apply these points before your background is approved.

Characters Start with the following lores for free: Sect (Sabbat), Clan, Creature Type (Cainite)

Merits

Sanctity, True Faith, & Flesh of the Corpse are banned.

Characters may have only one Ability Aptitude.

Merits do not stack, but flaws do.

Concepts & Clans:

Please speak with the STs if you plan to take any unusual paths of mortality outside of the Sabbat Book and Clan Books.

Any concepts that have former or current ties with another sect or supernatural type require strict

approval and genre adherence.

Black Hand & Inquisition ties must be approved by the STs.

Restricted Clans and Concepts:

Always require a background. The ST's maintain a very high standard for these and may refuse any based solely on a "We're just not sold on it." Please don't assume that you will be able to get these.

- Tzimisce Koldun - Animalism, Auspex, Koldunism in-clan
- Rogue Thaumaturgists - Blood Magic out of clan: Koldunism, Thaumaturgy, Sorcery, Abyss Mysticism, Necromancy, and other variants
- Abyss Mystics - Lasombra starting with Abyss Mysticism
- Assamite Viziers or Sorcerers
- Salubri Antitribu with Merits from the OWBN Packet
- Samedi
- Gargoyles
- Ravnos
- Rare Clan Variants (Mariner Gangrel, etc)
- Baali - Converts and Full Clan (Highly restricted)
- Harbinger of Skulls (Highly restricted)
- Kiasyd (Highly restricted)
- Salubri Healers (Highly restricted)

Clans not available as PCs:

- Panders with Blood Magic in Clan
- Tremere Antitribu
- Blood Brothers
- True Brujah
- Nagaraja
- Any "Extinct" Bloodlines