

OWbN Sabbat Application

Rivers Run Red: Pittsburgh, PA - Sabbat

GAME BACKGROUND

Description of your Games recent History/Setting:

In the past year of games, after the city was purged of an Abyssal spirit that was plaguing it, much of the focus has been on rebuilding and restructuring the Sabbat presence in the city. We've focused on pushing aspects of faction play and pack politics as well as shoring up the city's defenses from adversarial neighboring cities (NPC based Cam) and why the nearby Giovanni have all but disappeared.

Background Summary:

In March of 2013 the ever Sabbat city of Pittsburgh fell silent to the outside world of the rest of the sect. After a month of laying low, a surviving Lasombra Bishop gave an all call to the sect to repopulate the city in order to hold the strategic position of the three rivers. In the first year of play, the PC's uncovered that the other Bishop of Pittsburgh, a Nosferatu, also survived and was sure that the Cam incursion was on the shoulders of the Lasombra. The PC's were put in a "devil you know" position when it was uncovered that the Lasombra was working with the Cam and Pentex, and the Nosferatu was a fanatical supporter of Moncada and his agenda at the beginning of the most recent civil war plot. Over the next couple of years, with the help of other Sabbat of the region (PC Travellers) the Sabbat rebuilt itself and dealt with the threats on their doorstep. The initial 3 year framework ran through January of this year, and now the game is player plot focused.

POLITICS OF THE CITY

Current Political Situation/Climate:

The city is currently working together under the rule of Archbishop Frank Kennedy, yet not without their bumps in the road. There is a great disparity in the political power of the individual packs in the city, and the tension that this breeds will soon be coming to a breaking point.

Please list below the Clan/Generation/XP and identify if the character is a NPC or PC as they apply in your game.

Sabbat Positions

Arch-Bishop: Frank Kennedy, Tzimisce, 8th, 348xp, PC

Bishop: Lacey, Brujah Anti (declared Pander), 8th, 356, PC

Ductus(s): (*All PC*)

The Nameless, Ravnos Anti, 8th, 364

Seeker Kurwa, Tzimisce, 9th, 108
Eve, Salubri Anti, 9th, 97
Raffa, Serpent of the Light, 11th, 339
Frank Kennedy, Tzimisce, 8th, 348

Pack Priest(s): (*All PC*)

Packs were recently “shuffled,” names and gens of priests can be provided this weekend, after it shakes out on Saturday, 9.10.16...

Templars/Paladins:

Dr. Albert King, Malkavian Anti, 10th, 186

Others (Blackhand/Inquisitors/Prisci/6+ personal Status Vampires/7th gen or lower NPCs):

Priscus Vanis, Tzimisce, 7th Gen, 490xo (NPC)

This is a local priscus provided as a confidant and mentor to the city’s leadership. A staunch traditionalist and Sect Fanatic, he has been heard from far less in recent nights compared even to his scarce appearances years ago.

Morgantown Seneschal Alonso Tosell, Lasombra Anti, 7th, NPC

This “True Power Behind the Throne”

Anarchs/Independents/Other of Note (Please use your judgment and discretion)

As a major Sabbat city (Pittsburgh) and a major Camarilla City (Morgantown) are only an hour apart, most Anarchs and Independents have decided to make their homes somewhere “safer” than the area around Pittsburgh

Camarilla Positions (Morgantown, WV)

Prince: Sebastian D’Marr, Ventruue, 8th, NPC

Seneschal: Alonso Tosell, Lasombra Anti, 7th, NPC

Keeper: Lukas Manz, Tremere, 10th, NPC

Sheriff: Old Man Gus, Gangrel, 12th, 80xp, PC

Head Harpy: Ick, Nosferatu, 10th, NPC

Others (Archons/4+ personal Status Kindred/7th gen or lower NPCs/Background: Fame 4+):

N/A

PC CHARACTERS:

Please list the number of each in your game below

(This is a terribly difficult worksheet to deal with, I tried, please refer to the excel spreadsheet...)

SABBAT	15	14	13	12	11	10	9	8
Brujah Anti						1		1
Gangrel Anti				1	1			1
Malkavian Anti				1	1	1		
Nosferatu Anti				1		1	1	

Toreador Anti						2		
Ventrue Anti						2		
Lasombra					1		2	
Tzimisce						3	1	1
Pander								
Salubri Anti						1	1	

INDEPENDENT	15	14	13	12	11	10	9	8
Assamites (Anti)						1		
Gangrel								
Giovanni								
Ravnos (Anti)						1		1
Catiff								
Setite								

BLOODLINES	15	14	13	12	11	10	9	8
Daughters of Cacophony								
Samedi								
True Brujah								
Old Clan Tzimice								

What faction are each of the Assamites in your game:

Unconquered (we only have 1)

Others (Please Specify):

NPC CHARACTERS:

Please list the number of each in your game below

SABBAT	15-14	13-12	11-10	9	8	7	6	5
Brujah Anti								
Gangrel Anti								
Malkavian Anti								
Nosferatu Anti								
Toreador Anti								
Ventrue Anti								
Lasombra								
Tzimicie								
Pander								
Salubri								

CAMARILLA	15-14	13-12	11-10	9	8	7	6	5
Brujah								

Gangrel		1 (PC)						
Malkavian								
Nosferatu			1					
Toreador								
Tremere			1					
Ventrue					1			
Catiff								
Lasombra Anti						1		

INDEPENDENT	15-14	13-12	11-10	9	8	7	6	5
Assamites								
Gangrel								
Giovanni								
Ravnos								
Catiff								
Setite								

BLOODLINES	15-14	13-12	11-10	9	8	7	6	5
Daughters of Cacophony								
Samedi								
Old Clan Tzimice								

What faction are each of the Assamites in your game?

Others (Please Specify):

BLOOD MAGIC

Please list all Blood Magic in your game by character. Please identify the clan of the character and if it is a PC or NPC (ex: Tremere – PC: Thaum Paths and Rituals)

-Raffa – Serpent – PC – Thaum: Corruption 5, Spirit Manip 4, Blood 2 – Necro: Sepulchre 5, Ash 5 – Thaum Rituals: Impassible Trail, Defense of the Sacred Haven, Ward v Cainites, Scry, Shackles of Blood – Necro Rituals: Spirit Beacon, Two Centimes, Call on the Shadow’s Grace, Nightmare Drums, Dead Man’s Hand

-Alfred Zanatosa – Tzimisce Koldun – PC – Koldunism: Earth 5, Wind 5, Fire 5, Blood 5, Spirit 5 – Rituals: Ward v Cainites, Reawaken the Dead Water, Ward v Ghouls, Ward v Demons, Ward v Spirits, Ties that bind, Conjure Spirits, Raze the Lelek, Merging of Souls

-Lazarus – Tzimisce – PC – Koldunism out of clan: Fire 5 (recently learned: Has not yet picked rituals)

-Clermeil – Serpent – PC – Thaum: Weather Control 3 – Necro: Sepulchre 5, Bone 4, Ash 3 –

Thaum Rituals: None picked – Necro Rituals: Eyes of the Grave, Spirit Beacon, Baleful Doll, Blood Dance, Dead Man’s Hand

-**Arianna*** – Gangrel Anti – 8th – Thaum: Blood 5, Lure of Flames 2, Movement of the Mind 4, Path of Mars 5 – Thaum Rituals: P.F.o.V.I., Wake with Evenings Freshness, Power of the Invisible Flame, Blood Rush, Ward V Kindred, Firewalker, Guardian Spirit, Spirit of Torment, Paper Flesh

***This character was transferred into my game from another when the player moved into the area while we were a Satellite game under RATR. All R&U on this sheet is approved and logged within the org through the Pander’s Playground chronicle and there were no new approvals applied for while she was here.**

OTHER SUPERNATURALS

The following section requests that any other supernaturals be mentioned in the application. Please include a description under each of the general plot you plan to run with them. Also include any R& U concerning them

Garou:

There are “residual” Garou within the territory that we are trying to get sorted through after the fallout of Rage Across Three Rivers and the trainwreck that was. As of now, while there is a request (from a good long while ago) for the sheets of their NPC’s in the territory, there have been none sent. Right now, it’s somewhat common knowledge that “they are out there” but we have no specific named NPC’s on file and no meaningful interaction takes place.

Wraiths:

Captain Cutter, WWII US Navy submarine captain. He and his crew are trapped inside the USS Requin, the submarine that stays parked on the river outside of the Carnegie Science Center. This is one of their long standing, in-house exhibits.

Changlings:

N/A – Formerly a small group of Red Caps, now deceased.

Mage:

Jack, just Jack: Nephandus devotee of a despair demon that was killed years back in game. The PC’s currently have no idea that he is related to that former plot, and has simply been gaining influence in the Pittsburgh Occult scene... When the Sabbat kills your master, you gotta get out there and make new “friends.”

RARE AND UNIQUE CREATURE APPLICATIONS:

Please create a character sheet, in which you list all details for that creature type (Vampire, Garou, etc.) for each individual Rare and Unique Creature you have in your Game. We ask that you send these when you send your application. Rare and Unique Characters are not necessarily NPCs. OWBN Council likes knowing of them so that the balance of Rare and Unique types of characters is maintained in games.

If you have questions as to if a character is considered R&U please ask the SubCoord working

with you or reference the current R&U Bylaws for OWBN.

Kindred

Any Rare Clan/Antitribu (ie Lasombra Antitribu, Salubri Antitribu, Baali etc): N/A

Any Bloodline (Can be PC): N/A

Any Kindred below 7th Gen (Must be NPC): N/A

Any Kindred with More than 6 personal Status (Can be PC):

Other

Any Famous/Historical People (ie Catherine the Great, Michelangelo, Joan d'Arc etc): N/A

Mummies (of any sort): N/A

Demons/Deamons/Devils/Imps etc: N/A – Formerly a Greater Despair Demon, now “Deceased”

Any other special creations unique to your Chronicle (ie a sentient obilisk): See below

The Cathedral of Learning on the University of Pittsburgh Campus is a semi-sentient prison made to trap and hold powerful entities. In the past it has held both a Greater Demon and an Abyssal Leviathan. The city has no real idea of how to properly use it, and it is currently empty.

I believe I've provided everything I have at my disposal as requested, I'm now cross-eyed... Please direct any and all questions to my ST email, RiversRunRedST@gmail.com

Thank you for your consideration