

# Sabio

## Overview

Overview

## Basics

Basics

Name

Sabio

Player

Gló

Chronicle

Baltimore After Dark

Nature

Caregiver

Demeanor

Conniver

Concept

Snakeoil Salesman turned Sawbones

Clan

Salubri

Generation

10th

Sire

Loptr

## Attributes



## Attributes

### Physical

p

Strength

Specialization

10000

Dexterity

Slippery

11110

Stamina

11000

Social

s

Charisma

Smooth-Talker

11110

Manipulation

Convincing

11110

Appearance

11000

Mental

t

Perception

Detail-Oriented

11110

Intelligence

Analytical

11110

Wits

Improvisation

11110

# Abilities

Abilities

Talents

p

Alertness

Specialization

00000

Athletics

00000

Awareness

00000

Brawl

00000

Empathy

Intuitive

11110

Expression

00000

Intimidation

00000

Leadership

11000

Streetwise

11000

Subterfuge

11100

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

00000

Drive

00000

Etiquette

11000

Firearms

11000

Larceny

11000

Melee

00000

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

t

Academics

Specialization

11000

Computers

00000

Finance

00000

Investigation

11100

Law

00000

Medicine

11100

Occult

11100

Politics

00000

Science

11100

Technology

00000

00000

# Advantages

Advantages

Disciplines

Obeah

11110

Auspex

11000

Fortitude

10000

00000

00000

00000

Backgrounds

Generation

11100

Herd

11100

Resources

11110

Retainer

11000

Allies

11100

Contacts

10000

Virtues

Conscience/Conviction

11000

Self-Control/Instinct

11100

Courage

11111

Humanity/Path

11111 000

Path

Bearing

Willpower

11111 00000  
00000 00000  
Blood Pool  
11111 11111  
11100 00000  
Blood/Turn

# Merits & Flaws

## Merits & Flaws

Merit  
Type  
Cost

Calm Heart  
Mental  
-3

Iron Will  
Mental  
-3  
Natural Leader  
Social  
-1

Flaw  
Type  
Bonus  
Prey Exclusion: The Vulnerable  
Mental  
-1  
Soft-Hearted

Mental

-1

Old Flame

Social

-2

Rival Sire's (Salubri and Malkavian)

Social

-2

Tic/Twitch (Washes hands excessively)

Physical

-1

# Rituals & Paths

Rituals & Paths

Ritual

Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

## Experience & Derangements

### Experience

Total

75

Spent

71

Notes

22 freebie: auspex 7, fort 7, -7 merits

XP: 75 - 24 attributes intelligence and manipulation, -10 auspex, -20, empathy -6, backgrounds herd 3, resources 1, retainer 2, allies 3

### Derangements

## Expanded Backgrounds

## Expanded Backgrounds

Allies

Fellow Doctors and Nurses

Contacts

Medical Personnel

Fame

Herd

Hospital

Influence

Mentor

Resources

Surgeon Paycheck

Retainers

Devoted Hospital Staff and Patients

Status

Other

# Rights & Possessions

## Rights & Possessions

Gear (Carried)

Gun, first aid kit

Feeding Grounds

Hospital

Havens

Apartment

Equipment (Owned)

Doctor's Office: surgeon

Vehicles

Car

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

## Description

Description

Age

153

Apparent Age

30

D.O.B.

1869

R.I.P.

1899

Hair

Long dirty blond  
Eyes  
Sad and hazel green  
Race  
Mixed Swedish and Mexican  
Nationality  
American  
Height  
6'  
Build  
Lithe  
Gender  
Transmasc  
Face Claim  
My own art

# History

## History

Sabio was born a daughter of a well off middle class family but rather than fulfill her destiny as a devoted wife and mother of sixteen children like her predecessors, Clara Liefsson decided she wanted to study medicine instead. When it became apparent that would be difficult as a woman she decided to run away to Mexico and take up the moniker Dr. Sabio and 'masquerade' as a man.

Sabio did quite well for himself at first but was not able to get into any meaningful medical establishment due to his rakish behavior and penchant for drug use. Eventually he made his way to a small village by the sea to ply his trade as a snakeoil salesman. Little did Sabio know their town doctor had just died and they were in desperate need of a new one.

Sabio reluctantly took up the position and quickly had to learn all the medical skill he'd been faking for years but this time through experience. Sabio was thrown into the deep end and learned to swim or so he thought.

Five years as the village doctor gave him the confidence he lacked when he tried to get into medical school only he was unprepared for the consequences of inexperience. Sabio had a short romance with a pregnant woman who had left her abusive husband. Unfortunately there were complications with her pregnancy and Sabio was not able to save either one. The husband blamed him and so did the rest of the village. Sabio fled.

What he didn't know was that he had an observer. Loptr the Salubri found him in a bar the neighboring town over and once he was deep in his cups offered him a gift. Healer to healer. Up until

this point Sabio had been faking his medical knowledge but the prospect of being able to lay on hands was too tempting. Afterwards he discovered the true cost of the gift.

In order to keep a low profile he traveled from town to town as a temporary sawbones, no longer a snake oil salesman, but always moved on before getting too attached or before people could dig too deeply into his past. He never forgot the woman he loved but couldn't save. Her memory drove him to fight harder for each patient that he undertook. To steal back life for those he could to make up for the one he could not and her unborn babe.

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