

# Sabbat Bishop of the Ministry: Character Sheet

## Basic Info

Name: Sayyid Rashid al-Ghazali

Clan: Ministry (Followers of Set)

Sect: Sabbat (Bishop)

Predator Type: Siren (uses seduction/manipulation)

## Attributes

Physical: Strength: 3, Dexterity: 4, Stamina: 4

Social: Charisma: 4, Manipulation: 4, Composure: 3

Mental: Intelligence: 3, Wits: 4, Resolve: 3

## Skills

Physical: Athletics: 2, Brawl: 3, Firearms: 2, Melee: 2, Stealth: 3

Social: Persuasion: 3, Subterfuge: 4, Intimidation: 2, Leadership: 3, Streetwise: 2

Mental: Occult: 4, Insight: 2, Awareness: 2, Politics: 2

## Disciplines

Serpentis (Ministry) (4): Eyes of the Serpent, Scent of the Serpent, Protean Form, Flesh of Marble

Presence (4): Awe, Dread Gaze, Entrancement, Majesty

Obfuscate (2): Cloak of Shadows, Silence of Death

## Advantages

- Status (Sabbat/Bishop): 2
- Resources: 2
- Haven: 2 (Secret temple beneath a ruined church)
- Contacts: 2 (criminal, clergy)
- Herd: 2
- Ritualist (Ministry): 1

## Flaws

- Enemy: 2 (Camarilla Inquisitor)
- Prey Exclusion: 1 (Never feeds from children)
- Obsession: 1 (Seeking the "true path" of Set)

## Convictions & Touchstones

Conviction: Corrupt the unworthy, liberate the spirit.

Touchstone: An old religious rival he keeps alive to measure his own faith.

## **Stats**

Blood Potency: 3

Willpower: 7

Health: 7

Humanity: 4

## **Background**

Once a preacher in Cairo, Rashid was Embraced for his silver tongue and twisted faith. Now, he lords over Sabbat operations in southern Europe, blending Setite hedonism with Sabbat fanaticism. He is a master manipulator, feared and respected, weaving mortal and Kindred alike into his cult.

## **Roleplaying Notes**

- Appearance: Tall, regal, eyes that glow faintly golden in low light. Always dressed in expensive, dark clothing, with an array of occult jewelry.
- Demeanor: Calm, persuasive, often unsettlingly serene-unless provoked.
- Signature Ritual: Uses hallucinogens in Sabbat "sermons" to sway loyalty.
- Ambition: To turn the Sabbat into the "true cult" of Set, free from the chains of old dogmas.

## **Signature Powers (for Dramatic Scenes)**

- Flesh of Marble: Activate to become nearly invulnerable for a scene.
- Majesty: Can dominate a room, immobilizing or aweing mortals and vampires alike.
- Entrancement + Subterfuge: Easily seduces or manipulates any target.