

# BRUJAH

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

## Attributes

### Physical

Strength \_\_\_\_\_ 000000000  
 Dexterity \_\_\_\_\_ 000000000  
 Stamina \_\_\_\_\_ 000000000

### Social

Charisma \_\_\_\_\_ 000000000  
 Manipulation \_\_\_\_\_ 000000000  
 Appearance \_\_\_\_\_ 000000000

### Mental

Perception \_\_\_\_\_ 000000000  
 Intelligence \_\_\_\_\_ 000000000  
 Wits \_\_\_\_\_ 000000000

## Abilities

### Talents

Alertness \_\_\_\_\_ 000000000  
 Athletics \_\_\_\_\_ 000000000  
 Awareness \_\_\_\_\_ 000000000  
 Brawl \_\_\_\_\_ 000000000  
 Empathy \_\_\_\_\_ 000000000  
 Expression \_\_\_\_\_ 000000000  
 Intimidation \_\_\_\_\_ 000000000  
 Leadership \_\_\_\_\_ 000000000  
 Streetwise \_\_\_\_\_ 000000000  
 Subterfuge \_\_\_\_\_ 000000000  
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### Skills

Animal Ken \_\_\_\_\_ 000000000  
 Crafts \_\_\_\_\_ 000000000  
 Drive \_\_\_\_\_ 000000000  
 Etiquette \_\_\_\_\_ 000000000  
 Firearms \_\_\_\_\_ 000000000  
 Larceny \_\_\_\_\_ 000000000  
 Melee \_\_\_\_\_ 000000000  
 Performance \_\_\_\_\_ 000000000  
 Stealth \_\_\_\_\_ 000000000  
 Survival \_\_\_\_\_ 000000000  
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### Knowledges

Academics \_\_\_\_\_ 000000000  
 Computer \_\_\_\_\_ 000000000  
 Finance \_\_\_\_\_ 000000000  
 Investigation \_\_\_\_\_ 000000000  
 Law \_\_\_\_\_ 000000000  
 Medicine \_\_\_\_\_ 000000000  
 Occult \_\_\_\_\_ 000000000  
 Politics \_\_\_\_\_ 000000000  
 Science \_\_\_\_\_ 000000000  
 Technology \_\_\_\_\_ 000000000  
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## Advantages

### Disciplines

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### Backgrounds

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### Virtues

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

## Humanity/Path

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\_\_\_\_\_ 0000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_ 0000000000000  
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## Blood Pool

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Blood Per Turn: \_\_\_\_\_

## Health

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

## Weakness

## Experience

