

BRUJAH

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Title:
Sire:

ATTRIBUTES

| Physical | | Social | | Mental | |
|-----------|---------------|--------------|---------------|--------------|---------------|
| Strength | _____00000000 | Charisma | _____00000000 | Perception | _____00000000 |
| Dexterity | _____00000000 | Manipulation | _____00000000 | Intelligence | _____00000000 |
| Stamina | _____00000000 | Appearance | _____00000000 | Wits | _____00000000 |

ABILITIES

| Talents | | Skills | | Knowledges | |
|--------------|---------------|-------------|---------------|---------------|---------------|
| Alertness | _____00000000 | Animal Ken | _____00000000 | Academics | _____00000000 |
| Athletics | _____00000000 | Crafts | _____00000000 | Enigmas | _____00000000 |
| Awareness | _____00000000 | Etiquette | _____00000000 | Finance | _____00000000 |
| Brawl | _____00000000 | Firearms | _____00000000 | Investigation | _____00000000 |
| Empathy | _____00000000 | Larceny | _____00000000 | Law | _____00000000 |
| Expression | _____00000000 | Melee | _____00000000 | Medicine | _____00000000 |
| Intimidation | _____00000000 | Performance | _____00000000 | Occult | _____00000000 |
| Leadership | _____00000000 | Ride | _____00000000 | Politics | _____00000000 |
| Streetwise | _____00000000 | Stealth | _____00000000 | Science | _____00000000 |
| Subterfuge | _____00000000 | Survival | _____00000000 | Technology | _____00000000 |
| | _____00000000 | | _____00000000 | | _____00000000 |

ADVANTAGES

| Disciplines | | Backgrounds | | Virtues | |
|-------------|----------|-------------|----------|-----------------------|------------|
| _____ | 00000000 | _____ | 00000000 | Conscience/Conviction | _____00000 |
| _____ | 00000000 | _____ | 00000000 | Self-Control/Instinct | _____00000 |
| _____ | 00000000 | _____ | 00000000 | Courage | _____00000 |
| _____ | 00000000 | _____ | 00000000 | | |
| _____ | 00000000 | _____ | 00000000 | | |
| _____ | 00000000 | _____ | 00000000 | | |

Humanity/Path

000000000000

Bearing: _____ ()

Willpower

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Blood Pool

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Points Per Turn: _____

Health

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

Weakness

Experience

