

Brujah

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

ATTRIBUTES

Physical

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

Social

Charisma_____00000000
Manipulation____00000000
Appearance_____00000000

Mental

Perception_____00000000
Intelligence____00000000
Wits_____00000000

ABILITIES

Talents

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

Skills

Animal Ken_____00000000
Crafts_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance____00000000
Ride_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

Knowledges

Academics_____00000000
Enigmas_____00000000
Finance_____00000000
Investigation____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

Disciplines

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Backgrounds

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Virtues

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

Merits & Flaws

Merit _____ Cost _____

Flaw _____ Cost _____

Humanity/Path

_____0000000000

Willpower

_____0000000000
□□□□□□□□□□

Bloodpool

□□□□□□□□□□
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POINTS PER TURN: _____

Health

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

Weakness

+2 Dif. To Resist Frenzy

Experience

