



# BRUJAH

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

## 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	Computer _____ 00000000
Brawl _____ 00000000	Drive _____ 00000000	Finance _____ 00000000
Dodge _____ 00000000	Etiquette _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Firearms _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Linguistics _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Medicine _____ 00000000
Leadership _____ 00000000	Security _____ 00000000	Occult _____ 00000000
Streetwise _____ 00000000	Stealth _____ 00000000	Politics _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Science _____ 00000000

## ADVANTAGES

### DISCIPLINES

### BACKGROUNDS

### VIRTUES

_____ 00000000	_____ 00000000	Conscience/Conviction_ 00000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	Self-Control/Instinct__ 00000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	Courage _____ 00000
_____ 00000000	_____ 00000000	

### MERITS & FLAWS

MERIT COST

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FLAW COST

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### HUMANITY/PATH

0000000000

### WILLPOWER

0000000000  
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### BLOODPOOL

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POINTS PER TURN: \_\_\_\_\_

### HEALTH

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### WEAKNESS

+2 Dif. To Resist Frenzy

### EXPERIENCE