

BRUJAH ANTITRIBU

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	_____000000
_____	_____00000000	_____	_____00000000	Self-Control/Instinct	_____000000
_____	_____00000000	_____	_____00000000	Courage	_____000000
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		

OTHER TRAITS

_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000

HUMANITY/PATH

_____0000000000

WILLPOWER

_____0000000000
 □□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 POINTS PER TURN: _____

HEALTH

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

WEAKNESS

+2 Dif. To Resist Frenzy

EXPERIENCE

BRUJAH ANTITRIBU

MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PATHS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

RITAE

AUCTORITAS RITAE

IGNOBLIS RITAE

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

VINCULI

PACK MEMBER	RATING	PACK MEMBER	RATING
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____



BRUJAH ANTITRIBU

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

SABBAT STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

EXPERIENCE

DERANGEMENTS

TOTAL: _____

TOTAL SPENT: _____

SPENT ON: _____

LANGUAGES

HAVENS

LOCATION

DESCRIPTION



BRUJAH ANTITRIBU

HISTORY

PRELUDE

GOALS

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

R.I.P: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

PACK CHART

CHARACTER SKETCH

