

Dark Ages

TRUE BRUJAS™

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	Archery _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Commerce _____ 00000000	Investigation _____ 00000000
Dodge _____ 00000000	Crafts _____ 00000000	Law _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Linguistics _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 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	

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Road

_____ 0 0 0 0 0 0 0 0 0 0
 Aura: _____ ()

Willpower

_____ 0 0 0 0 0 0 0 0 0 0

Bloodpool

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 Conscience or Conviction Rolls;
 Humanity/Path and Conscience/Conviction cost Double

Experience

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Siré: _____	Haven: _____	Domain: _____
Overlord: _____	_____	_____
Vassals: _____	_____	_____
_____	_____	_____
_____	_____	_____

Discipline Technique:

Name: _____	Source/ Page: _____	System: _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Rituals:

Name: _____	Source/ Page: _____	System: _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Moments of Truth:

Goals & Plots:



Other Cainites:

Name: _____	Clan: _____	Player: _____	Thoughts: _____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Background Pool:

Background: _____	Contributed by: _____	Rating: _____	Description: _____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____