

# Dark Ages BRUJAS

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Title:  
Sire:

## ATTRIBUTES

Physical

Social

Mental

Strength \_\_\_\_\_ 00000000  
Dexterity \_\_\_\_\_ 00000000  
Stamina \_\_\_\_\_ 00000000

Charisma \_\_\_\_\_ 00000000  
Manipulation \_\_\_\_\_ 00000000  
Appearance \_\_\_\_\_ 00000000

Perception \_\_\_\_\_ 00000000  
Intelligence \_\_\_\_\_ 00000000  
Wits \_\_\_\_\_ 00000000

## ABILITIES

Talents

Skills

Knowledges

Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Dodge \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Expression \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Legerdemain \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000

Animal Ken \_\_\_\_\_ 00000000  
Archery \_\_\_\_\_ 00000000  
Commerce \_\_\_\_\_ 00000000  
Crafts \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Performance \_\_\_\_\_ 00000000  
Ride \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000

Academics \_\_\_\_\_ 00000000  
Hearth Wisdom \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Linguistics \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Seneschal \_\_\_\_\_ 00000000  
Theology \_\_\_\_\_ 00000000

## ADVANTAGES

Disciplines

Backgrounds

Virtues

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Conscience/Conviction \_\_\_\_\_ 000000  
Self-Control/Instinct \_\_\_\_\_ 000000  
Courage \_\_\_\_\_ 000000

### 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   
Hurt - 1   
Injured - 1   
Wounded - 2   
Mauled - 2   
Crippled - 5   
Incapacitated

### Weakness

Difficulty to Resist Frenzy +2

### Experience

\_\_\_\_\_