TRUE BRUJAH

NAME: NATURE: GENERATION:
PLAYER: DEMEANOR: TITLE:
CHRONICLE: CONCEPT: SIRE:

ATTRIBUTES

PHYSICAL
Strength ●OOOOOOOO
Dexterity ●OOOOOOOO
Stamina ●OOOOOOOO

SOCIAL
Charisma ●OOOOOOOO
Manipulation ●OOOOOOOO
Appearance ●OOOOOOOO

MENTAL
Perception ●OOOOOOOO
Intelligence ●OOOOOOOO
Wits ●OOOOOOOO

ABILITIES

TALENTS
Alertness OOOOOOOOO
Athletics OOOOOOOOO
Awareness OOOOOOOOO
Brawl OOOOOOOOO
Empathy OOOOOOOOO
Expression OOOOOOOOO
Intimidation OOOOOOOOO
Leadership OOOOOOOOO
Legerdemain OOOOOOOOO
Subterfuge OOOOOOOOO
_____ OOOOOOOOO

SKILLS
Animal Ken OOOOOOOOO
Archery OOOOOOOOO
Commerce OOOOOOOOO
Crafts OOOOOOOOO
Etiquette OOOOOOOOO
Melee OOOOOOOOO
Performance OOOOOOOOO
Ride OOOOOOOOO
Stealth OOOOOOOOO
Survival OOOOOOOOO
_____ OOOOOOOOO

KNOWLEDGES
Academics OOOOOOOOO
Enigmas OOOOOOOOO
Hearth Wisdom OOOOOOOOO
Investigation OOOOOOOOO
Law OOOOOOOOO
Medicine OOOOOOOOO
Occult OOOOOOOOO
Politics OOOOOOOOO
Seneschal OOOOOOOOO
Theology OOOOOOOOO
_____ OOOOOOOOO

ADVANTAGES

DISCIPLINES
Potence OOOOOOOOO
Presence OOOOOOOOO
Temporis OOOOOOOOO
_____ OOOOOOOOO
_____ OOOOOOOOO

BACKGROUNDS
_____ OOOOOOOOO
_____ OOOOOOOOO
_____ OOOOOOOOO
_____ OOOOOOOOO
_____ OOOOOOOOO

VIRTUES
Conscience/Conviction ●OOOO
Self-Control/Instinct ●OOOO
Courage ●OOOO

OTHER TRAITS

ROAD
_____
OOOOOOOOOO
Aura:_____( )

WILLPOWER
OOOOOOOOOO
□□□□□□□□□□

BLOOD POOL
□□□□□□□□□□
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HEALTH

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

WEAKNESS

True Brujah become dispassionate soon after their Embrace. The difficulty of all Conscience and Conviction rolls are increased by two (maximum 9). Purchasing ratings in Conscience, Conviction, and Roads cost double the normal experience costs.